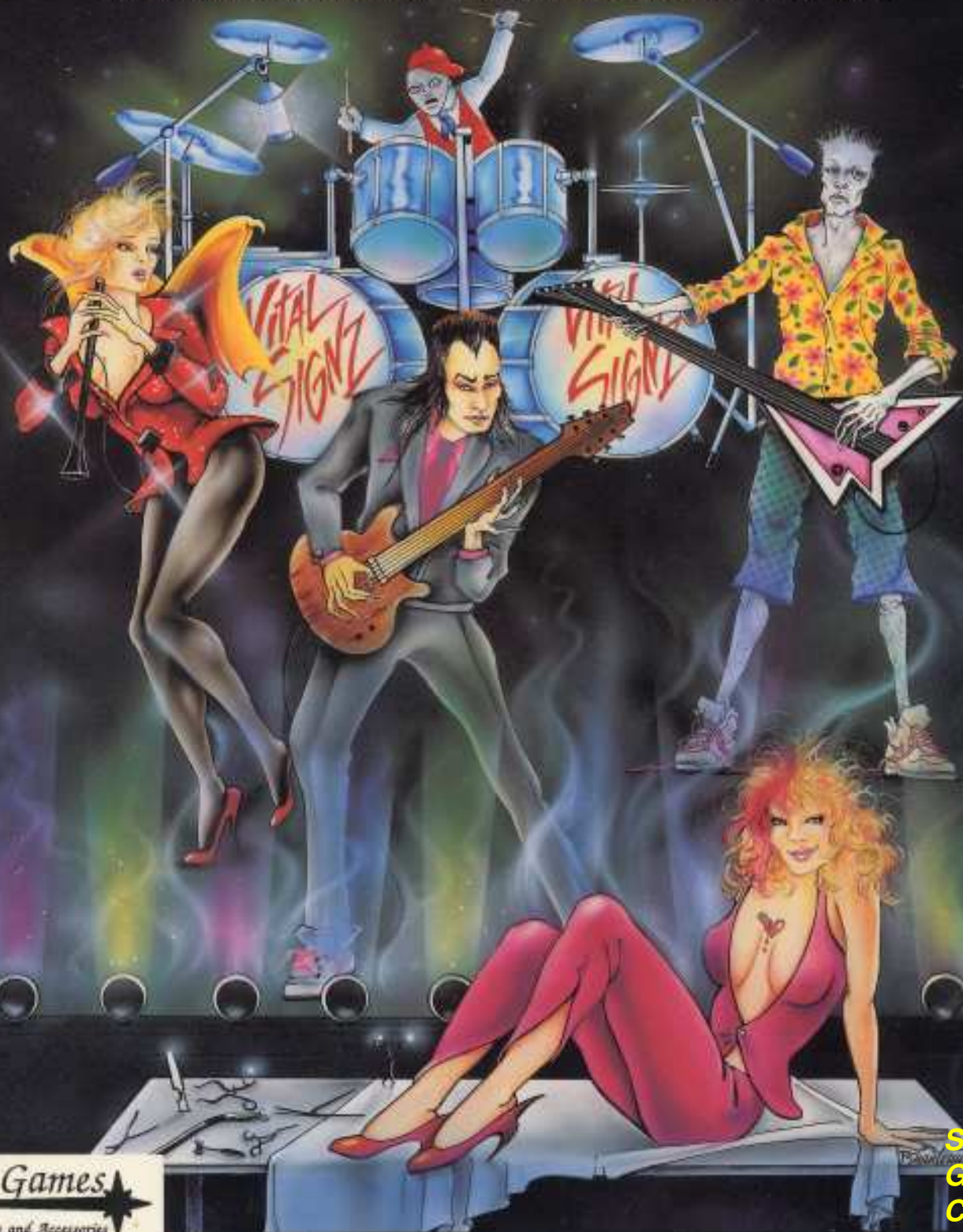


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MUSICAL VEIN

An Adventure scenario And Sourcebook for **NIGHTLIFE**



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In The **MUSICAL VEIN**

AN ADVENTURE AND SOURCEBOOK FOR *NIGHTLIFE*

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TABLE OF CONTENTS

TABLE OF CONTENTS	2
RESURRECTION: THE JAM SESSION.....	5
INTRODUCTION.....	6
NOTES FOR THE CITY PLANNER.....	6
CHOOSING CHARACTERS	6
RECOMMENDED SKILLS	6
NEW SKILLS.....	6
RECOMMENDED EDGES.....	7
A NEW EDGE: SHUNTING.....	7
SHUNTING.....	7
RESURRECTION MUSIC.....	7
OVERVIEW	8
AUDITIONING	8
TAKIN' CARE OF BUSINESS.....	8
SMOKE ON THE WATER	8
HEMATECH INC.....	9
FORMAT NOTES.....	9
AUDITIONING	10
CATTLE CALL	10
GETTING NOTICED	10
WHO'S FIRST?	11
WAITING FOR YOUR AUDITION.....	11
CHECKING OUT THE COMPETITION.....	11
WE'LL BE IN TOUCH.....	12
CALL BACKS.....	12
THE CONTRACT	12
FRINGE BENEFITS	13
QUICK START.....	14
TAKIN' CARE OF BUSINESS	14
IN THE MUSICAL VEIN	14
LAYOUT OF THE CLUB.....	14
THE BACK ROOM.....	14
THE OFFICE.....	14
VESALIUS' PRIVATE ROOMS.....	15
WHEN THE DEAD FOLKS JAM	15
TYPICAL JAM.....	15
REPERTOIRES	16
THE JOKER.....	16
LEADER OF THE BAND.....	16
AFTER THE JAM.....	17
SHOOTING STAR	17
LIFE BENEATH THE FLOORBOARDS	17
THE RECREATION LOUNGE.....	17
IF THE CHARACTERS FLEE.....	18
IF THE CHARACTERS ATTACK.....	18
IF THE CHARACTERS OBSERVE.....	18
THE THERAPY ROOM.....	19
HELPING OUT.....	20
REFUSING TO HELP.....	20
GOIN' ON A SCENIC CRUISE.....	20
TROLLING TABLE.....	21
I HERD IT THROUGH THE GRAPEVINE.....	22
HOW TO USE THE GRAPEVINE	22
I LOVE THE NIGHTLIFE.....	23
USING THE ENCOUNTERS TABLE	23

SMOKE ON THE WATER.....	25
IF THE FIRE IS SET.....	26
EFFECTS ON THE BUILDING.....	26
FIGHTING THE FIRE.....	26
IF THE FIRE IS PREVENTED.....	26
EVACUATION	26
MORE FRUITS OF EDEN	27
ZOMBIE HUNT	27
WHO'S RESPONSIBLE?.....	28
COUNSELS OF WAR	28
GATHERING THE WITNESSES.....	29
QUESTIONS, BUT FEW ANSWERS.....	29
WHAT'S BEEN ON THE GRAPEVINE?	29
IF EMILE HAS FLED.....	30
IF EMILE COULD NOT FLEE.....	30
EMILE'S ESCAPE	30
THE HEAT IS ON.....	31
FINDING THE MOONSUITS.....	32
HEMATECH INC.....	33
BUILDING GROUNDS	33
GUARD DOGS.....	34
GUARDS.....	34
OFFICES.....	35
1. LOBBY.....	35
2. PRESIDENT'S OFFICE.....	35
3. SECURITY DESK	36
4. STAFF OFFICES	36
PRODUCTION FACILITIES.....	37
5. CULTURE TANKS.....	37
6. OSV STORAGE	37
CLOSER EXAMINATION.....	38
IDENTIFYING SKIN BAGS.....	38
TRANSPORT OF SKIN BAGS	38
KIN BAGS	39
FINDING LUCREZIA B.....	39
7. THE DELIVERY SHAFT.....	39
8. THE LOADING DOCK.....	39
9. THE FOREMAN'S OFFICE.....	40
MANUALS	40
BAR CODE READERS.....	40
PUMPING CONTROL CONSOLE.....	40
RESEARCH FACILITIES	40
10. EXPERIMENT CHAMBERS	40
11. HOLDING CELLS.....	41
12. CONTROL CENTER.....	41
13. MICROBIOLOGY LAB	41
14. MORGUE	41
15. READY ROOM.....	41
16. UNDERGROUND GARAGE.....	42
COMPUTER ROOM AND CDROM LIBRARY.....	42
CONNECTING BY MODEM	42
SECURITY LEVELS.....	42
LEVEL 1.....	42
LEVEL 2.....	42
LEVEL 3.....	42
LEVEL 4.....	43
SELECTED TEXT FILES.....	43
PROMETHEUS SUBGROUPS.....	43

CAPTURE TEAM RECORDS	43	WERYLS	60
NERVE ROT FILES	43	FIFFTS	61
NERVE ROT FILE #1	43	NEW FACTIONS	61
NERVE ROT FILE #2	43	CADUCEUS	61
NERVE ROT FILE #3	43	ARPAD SZENT-GYÖRGI	62
NERVE ROT FILE #4	44	VECTOR FRANKENSTEIN	62
NERVE ROT FILE #5	44	ELMER PERKINS	62
HEMATECH FILES	44	CHILDREN OF LILLITH	62
HEMATECH FILE #1	44	LILLITH	63
HEMATECH FILE #2	44	THE FRUIT OF EDEN	63
HEMATECH FILE #3	44	GOREPUPIES	63
CDROM FILES	44	RICK SANTINI	64
FILE NO. 103197.56988	45	APPENDIX IV: NERVE ROT	64
FILE NO. 110597.76543	45	CATCHING THE POX	64
FILE NO. 050798.45992	46	ENCOUNTERING A CARRIER	65
FILE NO. 041098.65328	46	WHO CAN CATCH NERVE ROT?	65
FILE NO. 063198.75447	46	CATCHING THE POX FROM A KIN	65
RESOLUTION OPTIONS	47	THE NERVE ROT CURE	65
APPENDIX I:		APPENDIX V:	
NOTABLES IN THE MUSICAL VEIN	48	LESTER JUKES MEMORIAL CLINIC	66
VESALIUS	48	THE EXAMINATION ROOM	66
EMILE	48	PRIVATE ROOMS	66
TOAST	49	THE WARD	66
YNGVAR	49	PHARMACY AND LAB	67
CHRISTIAAN ROSEY CROSS	50	BREAK ROOM	67
DR. GECKO	50	SURGERY	67
SOUTHERN COMFREY	50	APPENDIX VI: SKIN BAGS	67
JERRY RIVERS	51	USES FOR A SKIN BAG	67
NICK SMITH	51	PRODUCTION PROCESS	68
APPENDIX II: KIN MUSICIANS	52	KIN BAG PRODUCTION	68
LUCREZIA B.	52	OSV STORAGE	68
PACO EL POCO	52	OSV FITNESS AND SP	68
KING COBALT	52	RESTORING KIN BAGS	68
SPYDER ANTHRAX	53	RESURRECTION	68
AUGUSTINE	53	FETAL TISSUE NUTRIENT	68
BETE JAMMER (B.J.)	53	SHUNTING	68
DWEEZIL DADD	54	APPENDIX VII:	
RESURRECTION BANDS	54	PROJECT PROMETHEUS	69
WYGHY BRED	54	PROJECT PROMETHEUS CAPTURE TEAM	69
BURY WHITE	54	OPERATIVES	69
LEV 42	54	AVERAGE CAPTURE TEAM OPERATIVE	69
TROY TWEELZ	55	TEAM LEADER	69
JUMPIN' JAN FLASH	55	DRIVER	70
B. FRIES	55	TRACKER	70
ATONAL CONSPIRACY	55	MEDIC	70
ATROPA DWALE	55	PARANORMAL	70
LUNCHBUCKET	56	BIOSCIENCE	70
TERMINAL HERPES WITH UMBER	56	ARMAMENT	71
BURNT UMBER	56	ARMOR	71
MIKE D'SHRIKE	56	TRANSPORT	71
SKID ROMAR	57	TACTICS	72
JAM SESSIONS	57	APPENDIX VIII: THE BLACK MARKET	72
COMPOSITION	58	MEDICAL SUPPLIES	73
APPENDIX III:		INJECTABLE ANTIBIOTICS	73
NEW RACES AND FACTIONS	59	ORAL ANTIBIOTICS	73
NEW RACES	59	PAIN KILLERS	73
GREMLYNES	59	TRANQUILIZERS	73
PARIAHS	59		

Table of Contents

SLEEP INDUCERS.....	73	20) LONGSHOREMAN.....	83
MOOD ELEVATORS.....	73	21) MAFIA SOLDIER.....	83
SURGICAL THERAPIES.....	73	22) MAINTENANCE WORKER.....	83
SURGICAL EQUIPMENT.....	73	23) MALE OFFICE WORKER.....	83
RECREATIONAL DRUGS.....	73	24) MODEL.....	84
CONSUMER GOODS.....	73	25) MOTHER OR BABYSITTER/BABY.....	84
SOFTWARE.....	74	26) NARC.....	84
WEAPONS.....	74	27) NIGHT WATCHMAN.....	84
APPENDIX IX: MO' SLANG.....	74	28) PIMP.....	84
APPENDIX X:		29) POSTMAN.....	85
DINING ON THE WATERFRONT.....	75	30) RUNAWAY.....	85
NEIGHBORHOODS AND AREAS.....	75	31) SAILOR.....	85
ALLEY.....	75	32) SCHOOL KIDS.....	85
BUSINESS DISTRICT.....	75	33) SECRETARY.....	85
CLUB.....	75	34) SOUL SAVER.....	85
DEAD ZONE.....	75	35) STORE CLERK.....	86
DOCKYARD & WAREHOUSE.....	75	36) STREET PERFORMER.....	86
PARK.....	75	37) STREET TOUGH.....	86
RESIDENTIAL DISTRICT.....	75	38) STREET VENDOR.....	86
SEWER.....	75	39) SYCOPHANTS.....	86
STREET.....	75	40) TAXI DRIVER.....	87
SUBWAY.....	75	41) TRAMP.....	87
TENEMENT BUILDING.....	75	42) VACATIONERS.....	87
THEATER DISTRICT.....	75	43) YOUNG LOVERS.....	87
USING THE HUNTING SYSTEM.....	76	44) YUPPIE PUB CRAWLER.....	87
TABLE I.....	76	45) DOG ENCOUNTERS.....	87
HUNTING TABLE.....	78	SMALL DOGS.....	88
KEY TO PREY.....	79	MEDIUM DOGS.....	88
1) ACTOR/ACTRESS.....	79	LARGE DOGS.....	88
2) ADDICT.....	79	GUARD DOGS.....	88
3) ATHLETE.....	79	DOG ABILITIES AND SKILLS.....	88
4) BAG LADY.....	80	DOG BEHAVIOR.....	88
5) BELLEVUE CLIENT.....	80	46) RAT SWARM.....	88
6) BICYCLE MESSENGER.....	80	47) SPECIAL SEWER ENCOUNTER.....	89
7) BODY BUILDER.....	80	BANSHEE.....	89
8) BROKER/BANKER.....	80	FLYING FLAPJACK.....	89
9) COMPUTER NERD.....	81	PARIAHS.....	90
10) COP.....	81	SKINTHIEVES.....	90
11) DANCER.....	81	SLUDGE.....	90
12) DOG WALKER.....	81	SUCKERS.....	90
13) DRUG DEALER.....	81	TAPEFACES.....	91
14) EX-BOXER (HEAVYWEIGHT).....	82	WORM.....	91
15) FEMALE OFFICE WORKER.....	82	ZIPPERHEADS.....	91
16) HOOKER.....	82	APPENDIX XI: LIFE AND BREATH.....	92
17) JOGGER.....	82	INDEX.....	93
18) LOUNGE LIZARD.....	83	NIGHTLIFE KIN CONTROL SHEET.....	95
19) LAWYER.....	83		

RESURRECTION: <<< THE JAM SESSION >>>

It was 9 PM on the waterfront and the sun had finally sunk behind the tenements to the west. The herd that worked on the docks were scattering now, like clouds driven before the wind. Augustine watched them carefully, seeing which might stray alone into an isolated alley or cul-de-sac. He had gone several days without feeding and his hands were becoming unsteady, unable to play the blazing guitar passages that had become his trademark at the little coffee house in The Village. As he stood in the shadows, the wind off the East River blew a cloud of litter toward him. One piece of paper wrapped itself around Augustine's ankle and held tight like an eager child.

"What is so important printed on you, little one," he crooned in an

accent straight from the Louisiana bayou, "that I have to read it right now?"

He unfolded the paper and laughed. It was a flyer he'd seen posted around the city before, but he'd ignored it until now. The new club, IN THE MUSICAL VEIN, wanted musicians.

It gave the date for the auditions as tonight. Maybe Augustine would forgo his time at the club, playing his music for pudding-faced herd that couldn't appreciate two centuries of musical refinement. It would be good to be among his kind, both Kin and musicians. The one line about "bleacher seats" assured him that humans were

not welcome in at least part of the club. Not just yet, though.

First he must feed on an animal or two so that his strength does not fade any more.

Tired of three-chord thrashers and punks who think that dynamite is an instrument?

Do you remember jam sessions?

You still want to pump 12K through the amps?

Uncle Vasily wants you / open auditions for house band: Resurrection Music Emphasis.

Intimate club setting:

No bleacher seats

Contact Emile - 9:00 PM
at

IN THE MUSICAL VEIN

AUDITIONS TODAY:
INQUIRE WITHIN

INTRODUCTION

NOTES FOR THE CITY PLANNER

Welcome to a very exciting time for The Kin in New York City. The new club, *IN THE MUSICAL VEIN*, is slated to open soon and its owner, Vesalius, is looking for the best performers in the Resurrection school of music. The competition will be intense, only to be rivalled by the intensity of the music. Still, there is a dark lining to this silver cloud. Some of The Kin are disappearing, not being killed or succumbing to disease, just disappearing. All factions and races of The Kin are affected to some degree. No one knows if this is the work of Target Alpha, the Wormhole dwellers, or some other enemy of The Kin. It could even be some Kin factional ploy. Also, there are some disquieting rumors about Vesalius (the generally acknowledged expert in Kin medicine and Nerve Rot) and his researches. Equally unpleasant rumors circulate about his human assistant, Emile. All of it is hearsay, though. If anyone does know what's going on, they aren't telling the rest of the city. A wise character in this situation would trust no one and try to grow eyes out of the back of his head.

CHOOSING CHARACTERS

Your Players, who may not be familiar with *NIGHTLIFE* or the musician's life, might have no idea what would be useful backgrounds for their characters in this campaign. Since the milieu revolves around the house band of a Kin dominated Resurrection Music club, Players should be steered towards characters with these occupations:

- musician
- vocalist
- technician or roadie
- bouncer
- waiter or waitress
- bartender

Of course, the first choice should be musician, but there are many opportunities for the playing of other characters. There are investors, friends of musicians, and fans of the band or performer, just to name a few.

Alternatively, the CP can opt to use characters generated previously and form their own band. See Quick Start for more details on this option of play.

RECOMMENDED SKILLS

Stealth, Streetwise, and at least one Combat Skill will be very useful in this scenario. Musicians should, at the very least, have placed three 1d10 Rolls into one Musical Instrument Skill and one 1d10 Roll into a Musical Style. The following Skills are recommended (but not required) for your Players. They can be suggested without fear of giving away the plot's twists:

- Musical Instrument (Players' choice)
- Musical Style (Resurrection preferred, Jazz, and Heavy Metal acceptable)
- Singing
- Dancing
- Fashion Sense
- Electronics (specializing in lights and sound)
- Profession, Bartender

There are certain other Skills that would be useful to characters in this scenario, but they should not be suggested outright to give Players forewarning. They are:

- Computer Operation
- Computer Programming
- Medicine
- Surveillance (familiarity with electronic security systems)
- Business, Criminal

NEW SKILLS

The following new Skills have been included in character descriptions in this text. They may be used by the Players at the CP's discretion.

Boxing (DEX): All the forms and conventions of the sport. Also usable as a form of Unarmed Combat. Damage Potential from Boxing attacks is 2xHTH. The hands of any character with a Boxing Skill Score over 35 are considered lethal weapons.

Communications (INT): Familiarity with various forms of telecommunications including shortwave radio, CB, and broadcast radio and TV.

Heraldry (INT): An Archaic Skill involving the design, description, and recording of coats of arms. A Skill usable in the current day if involved in historical recreation or those cheesy companies that sell dupes their family's coat of arms.

Juggling (DEX): The ability to perform juggling acts with balls, clubs, hoops, and various objects. Also doubles for the Throwing Skill and the ability to catch thrown objects.

Kickboxing (DEX): The various Unarmed Combat forms that include Copeira, Savate, and Kickboxing, where footwork is integral. Kickboxing as Unarmed Combat has a Damage Potential of twice the character's HTH.

Trade (Mechanics) (DEX): The ability to repair and construct mechanical and electrical (non-electronic) systems.

Security Systems (INT): The ability to recognize, repair, and circumvent burglar alarms and other security systems. This Skill may not have a score greater than the Electronics or Computer Programming Skill Scores, whichever is lower.

Stage Presence (ATT): The ability to perform on stage and enhance other performance Skills, such as Acting, Dancing, Juggling, Mime, Musical Instrument, or Singing. It provides a -1 modifier on rolls against these Skills for each five points of Stage Presence the character possesses.

RECOMMENDED EDGES

Many Edges can be very useful to Kin musicians who find themselves in the Vein. The recommended Edges for your characters include:

Photogenics: This is Show Biz, after all!

Speed: To allow those blinding riffs on the guitar.

Mesmerize & Crowd Control: A little added help in getting the crowd's attention couldn't hurt.

Danger Sense & Armor: This is a really tough room.

A NEW EDGE: SHUNTING

One new Edge has been discovered and developed while working on Vesalius' medical research. It is usable only by Inuits and, at this time, can only be performed by Southern Comfrey and the Inuits who run Vesalius' hospice for incurable Nerve Rot cases in upstate New York. It is called Shunting, and is used to strengthen Kin who are suffering from Stage IV Nerve Rot. This strengthening allows therapists to heal and possibly retrain such unfortunates.

Shunting

Base: FIT

Humanity Costs: 20•2/1•Special

Target: One human and one Kin

Range: Touch

Escape Roll: none

Description: Shunting takes Survival Points (as life force) from a human victim as in Draining, and passes it through the user's body into the body of another Kin. In this way a Kin that is unable to Drain may be strengthened. The Shunter must be in physical contact with the human victim and the Kin recipient. The receiving Kin gets all the SP Drained. No SP are lost to the Shunter. The Humanity Costs are variable, just as they are for Draining:

Willing Victim, Left Alive.....	3
Unwilling Victim, Left Alive.....	6
Willing Victim, Left Dead.....	9
Unwilling Victim, Left Dead.....	12
Animal Victim, per day.....	1

Please note that these Humanity Costs may be offset by the user's intentions. Southern Comfrey, who has dedicated his entire life to helping Nerve Rot victims, has enough Humanity gain per day to offset the Humanity loss due to Shunting.

Any Kin may be the recipient of Shunting, whether they normally Drain life force or not.

The present use of Shunting is as a therapy to cure Stage IV Nerve Rot. Details on how this is accomplished may be found in the section titled The Nerve Rot Cure.

The user may also Shunt the life force of animals. This may aid a Kin starved to the point of immobility, but will not heal FIT damage, restore lost SP, or cure Nerve Rot.

RESURRECTION MUSIC

You, as the CP, should also be able to explain the essence of the music the club offers. Resurrection is a new music movement of the late 90's born of jazz, R&B, and heavy metal. It emphasizes improvisation, sophisticated chord progressions, complex rhythms, and sheer energy. The Resurrection vocal style combines scat, vocalese, and rap. See the glossary at the end of this book for the complete definitions of these musical terms.

As one fan describes it: "loud enough to wake the dead, and hot enough to convince them they're still in Hell." Unknown to The Herd,

Introduction

Resurrection music is almost totally the domain of The Kin.

Resurrection tends to take old standards, such as *Birdland*, *Stairway to Heaven*, or *I Heard It Through The Grapevine*, and play them in the high-energy Resurrection style. Much of the music sounds like cries of anguish. "Twist it 'til it screams," the fans say.

Vesalius, the owner of *IN THE MUSICAL VEIN*, is a leading patron of the form and of Lucrezia B., one of its brightest new stars.

Beyond his reputation as a musical raconteur, Vesalius is known as the leading expert on Kin medicine. He can treat many ailments and injuries short of Nerve Rot, saving the time and Draining otherwise necessary.

Vesalius also maintains a clinic for Crowleys and other humans, very useful for those incidents where doctors would have to report treating gunshot wounds or maulings.

OVERVIEW

The purpose of this overview is to give the CP an idea of how the general story should unfold. As City Planner, do not expect to have everything go according to plan, as many Players will have their characters doing things we could not dream of. Use this overview to help keep the story on track and in sequence.

Please do not feel that you must force your Players to follow this story exactly. Treat it as an outline or guideline, changing it as appropriate to suit your and your Players' individual tastes.

AUDITIONING

The Player Characters, under your direction, have been bitten by the show biz bug. In spite of the nervous situation, they gather at *IN THE MUSICAL VEIN* for a chance to audition for a new Resurrection band. The shot at the big time, or at least steady work, is too much to resist.

TAKIN' CARE OF BUSINESS

As the Player Characters become familiar with the club and the staff, they realize that some very odd things are going on around them. First there are the "skin bags," what seem to be the perfect herd. They are truncated humans without the annoyance of brains, arms, or legs. The skin bags are kept in the back room of the club and mounted with serving taps like beer kegs.

Beneath the club, the PCs discover that Vesalius is running a secret clinic for the victims

of Nerve Rot as well as his back alley clinic for Kin and Crowleys. With the assistance of the Caduceus faction, he has found a cure for Nerve Rot.

This cure is a new Edge called Shunting that allows the clinic's manager, an Inuit named Southern Comfrey, to Drain for Stage IV Nerve Rot victims. Player Characters, once they have stumbled onto the clinic, will be recruited to assist in Vesalius' humanitarian efforts. This will include finding black market medical supplies for both of his clinics and helping Lucrezia troll the parks and alleys for herd to Drain for their patients.

As this goes on, the pressure builds for the Player Characters. One of their band members, Bete Jammer, is the latest to disappear. The circumstances make it look like the work of Target Alpha.

If the Player Characters have not been particularly interested in the rumors before, they should be motivated to take an interest in them now.

The club's manager, a mere human named Emile, does his best to make life difficult for the PCs while more of The Kin disappear.

SMOKE ON THE WATER

The reactionary Kin faction, the Children of Lillith, catch wind of Vesalius' work with Nerve Rot victims. They try to kill him, burn down his club, and wipe out all that have been tainted by him. That last group, of course, includes the Player Characters.

The conflicts with the Children of Lillith cause a turning point for the whole situation. Several of the Nerve Rot zombies escape while Vesalius and Southern Comfrey are trying to evacuate them. The Player Characters, in recovering them, see one captured by the mysterious men in moonsuits.

Though circumstances prevent them from questioning or following the captors, the Player Characters now know there is a real threat that can be met and defeated. Shortly after this, a meeting of several faction leaders is called at *IN THE MUSICAL VEIN*. Golgotha, head of the Commune, and Petrio DuBuccio, the local head of Target Alpha, confer with Vesalius and the Player Characters.

Though the moonsuits bear a certain resemblance to Target Alpha assault troops, DuBuccio insists the men in the moonsuits are not his people. In fact, the moonsuits are operatives of Project Prometheus, an NSC project intended to

duplicate the abilities of The Kin and then destroy them.

Few people even know of the project's existence. Certainly none of the people in this meeting are aware of this group parallel to Target Alpha. DuBuccio gives what information he can about their possible abilities and weak points, but he is not distressed enough to risk the lives of his men in the future.

In the following exchange of information, the Player Characters discover that there is a circumstantial link between the disappearances of The Kin and Emile, and through him, his former employer Hematech. Emile conveniently slips out of the meeting before he can be questioned. The meeting adjourns with the different groups scattering to pursue their own investigations.

The next day, the Player Characters get the final impetus to resolve this crisis themselves. Lucrezia B., darling of the Resurrection music world, is the latest Kin to disappear. Vesalius begs the Player Characters to go out and bring her back. The Player Characters' researches by now should convince them that Hematech is definitely behind the problem and they are ready to make a full assault. Vesalius provides any support the party needs, including hiring the master mercenary Nick Smith to assist them.

HEMATECH INC.

At Hematech's Long Island Facility, the Player Characters find evidence of a massive network of Prometheus Project fronts being operated across North America. The facility in New York is dedicated to continued study of Kin Edges and the biowarfare uses of Nerve Rot. Many of the missing Kin are found in the OSV Storage building, converted to skin bags themselves.

The Player Characters must choose how this scenario will end. They can simply rescue their friends and escape. They can attempt to cripple Prometheus by revealing their activities to the press. An extremely courageous party could even extract the listings of other Project Prometheus sites and bring the battle to them. Whatever course they choose to follow, the

characters' lives will be affected for many years to come.

FORMAT NOTES

Boldface, *italicized*, and underlined text is used to draw attention to important details inside other text. When you encounter whole paragraphs that are done in one of these styles, however, it has special significance:

Italicized paragraphs are provided at the beginning of most section headings to provide inspiration and illustration for the subject matter. Feel free to adapt the characters and situations to your own adventure.

Boldface paragraphs provide dialogue, action, and descriptions intended to be used for your adventures. Simply read these sections directly to your Player Characters at the appropriate moments.

Underlined paragraphs sometimes appear between Boldface paragraphs. This signals a break to give the Player Characters time to interact in the situation being described.



AUDITIONING



CATTLE CALL

Augustine smiled down at the pretty one inside the ticket cage, exuding all the charm his granpapa had taught him. Having just fed, he could appreciate her neck for its curves, and those below that filled out her blouse.

"Which one here is Emile, little one?" he purred.

The girl smiled up at him starry-eyed. After a moment, she pointed out the human manager of the club and handed Augustine a numbered card.

Augustine pressed through the crowd, noting that all but a few were his Kin. The herd had been turned back by Yngvar, the monolithic Hafgryr bouncer. He was one of The Kin who had no use for humanity unless they are served with hot sauce. Considering the trouble The Kin were in lately, perhaps it was best not to have The Herd around.

Augustine tapped Emile on the shoulder. The pale little man turned and fixed him with a gaze as cold as ice and just as carnivorous as the bouncer's. Augustine remembered herd like this from forty years ago, dressed like the dead with fish-belly white skin and dark clothes and glasses. This one wore black lipstick, too.

"You have your card?" Emile asked.

Augustine presented the card with a smile.

"No, no, hang on to it 'til I call your number," Emile said coldly. "Another guitar," he said, noting the guitar case the Vampyre carried. "Oh well." Icicles and black funeral drape hung from his voice.

Augustine couldn't tell if it was a surplus of guitars that disappointed the human, or the guitarist currently on the stage. The musician, and that was taking liberties with the term, was an Ogre that called himself Phred. His fingers were too big to pluck one note at a time on the guitar and his voice sounded like an ox being slaughtered. Emile quickly made a slitting gesture with his thumb across his throat and the audition was ended.

Augustine drifted off to the bar to get a drink, fortification for a sudden case of stage fright.

Cattle call auditions are a horrid reality for any performer in the Big Apple. Even for The Kin, it is an indignity that they must endure for their shot at the big time.

GETTING NOTICED

In game terms, a cattle call is an attempt to impress a producer, club owner, or judge with one's skill while dozens of your competitors are attempting to do the same.

As anyone who has auditioned knows, most candidates don't get any farther than: "Very nice. Don't call us, we'll call you. Next!" To get noticed, a candidate must make a successful Skill Roll against a Musical Instrument or Singing Skill. It is suggested that the CP make such rolls in secret to add to the suspense of the moment.

Other Skill Scores, chance, and the arbitrary judgements of the audition judge also play a role in determining whether a character is called back. To reflect this, apply the following modifiers to the roll against Musical Instrument or Singing Skills. Please note that all the following modifiers are cumulative.

- Divide any score in Musical Style, Resurrection, by 5 and apply the result as a negative modifier. Resurrection is a dynamic new field, partly because newcomers bring in fresh ideas. Knowing Resurrection will improve your chances, but it doesn't count against you.
- Playing a song from the character's personal repertoire (see **Appendix II: Kin Musicians** for more on repertoires) is good for a -15 modifier to the roll. Playing an old standard will not earn this modifier.
- A successful roll against Stage Presence provides a -1 modifier for every five points of score.
- The character's ATT Score divided by 2 is applied as a negative modifier. (Don't be naive, appearance does count for more than talent.)
- An optional modifier of 2d10-11, to simulate the variations of mood and possibility of hang-over in the judge, may be applied at the CP's discretion.
- Finally, apply a -5 modifier for being the first or last to audition that day.

When all the auditions are completed, characters who made successful rolls should get called back for the second audition. Sleeping with the producer or club owner also assures a call back.

WHO'S FIRST?

Numbers are handed out in order of appearance at the club. The doors open at *IN THE MUSICAL VEIN* just at sunset on the night of auditions. The order of arrival may be randomized in this fashion: Roll a d00 for each character and NPC at the audition and subtract the character's WILL. (Some people would kill to get a chance to audition; they certainly would put some

effort into getting there first.) The lowest number is first in line. Ties go to the highest WILL score, and if those are equal, the highest STR as a shoving match ensues. A quicker method would be to roll a d00 only for the Player Characters. Subtracting their WILL scores from those rolls will give their position in line. Example: Moonwolf rolls a 63. He has a WILL of 21. That means he is 42nd in line. The CP will let him know when enough time has passed for the 41 NPCs ahead of him to finish their auditions.

WAITING FOR YOUR AUDITION

Characters go on stage in order, making a charming introduction in hopes of catching the judge's attention. Since Emile is the judge in this case, don't expect much. While waiting for their chance, and perhaps afterwards, the musicians can get a drink or a bite to eat. They can even catch up on the latest gossip, whether they want it or not. Christiaan Roseycross, the bartender, will strike up a conversation with every customer he serves, the topic being the latest rumors. The sound and light technician, a Shocker named Toast, is an inveterate gossipmonger and unwilling to leave a potential audience alone. For the latest scoop, see **I Herd It Through the Grapevine**. All Player Characters in conversation with Christiaan get one roll on the rumor chart, more if they are actively seeking out information.

CHECKING OUT THE COMPETITION

As the auditions make their progress, the CP can give a running commentary on their performance, describing their appearance and style, and indicating whether or not their music was up to the standards of the judges (whether or not they made their rolls). While waiting for their chance, the Player Characters will definitely notice one musician, Bete Jammer.

The next candidate steps onto the stage. She is a Daemon, blonde and beautiful, rather shapely if you don't mind the wings. She's wearing a sequined tuxedo jacket and a scoop neck T-shirt to show off her best assets. She has three of them.

"Hi, my name's Bete Jammer," she says, "and I play the EW."

She begins blowing into the instrument she's carrying, which looks like an

electronic broomstick with a reed. The song she's playing is Maynard Ferguson's version of Chameleon. Her music starts out as vox humana, an organ voice. She touches a button and the sound changes to oboe, and then moves upward into the voice of a soprano sax. All the time, the song is increasing in volume as it is increasing in tempo and pitch. She pushes the sound even higher now, into the cutting edge that marks good Resurrection, or a dental drill.

Vesalius, you can see, is really enjoying it, even while covering his ears. Even Emile seems to be enjoying it. He's not smiling, but at least he doesn't look as if he's going to order her execution.

Bete Jammer is such a striking combination of talent and beauty that all but the most strong-willed will be impressed, or in love.

WE'LL BE IN TOUCH

Once the auditions are completed, Emile will announce that the names of those worthy to be called back for a second audition will be posted on the club's door in the next few days. There are enough Kin without permanent addresses to make standard call backs an impossibility.

Since the crux of this scenario is to get the Player Characters working at *IN THE MUSICAL VEIN*, the CP will be forgiven for partiality. An impartial judge can still continue the scenario, even if some of the characters are beaten out by NPCs. Characters that show promise, but aren't as good as their competition, can be invited to sit in on the jam sessions to improve their style. Jobs as bartenders, waiters, and bouncers will also be available. Take note that lots of The Kin are disappearing without a trace. The NPC that beat out a Player Character could be next.

No matter what the results of the auditions, Player Characters will be seeing a great deal of Lucrezia B. If not selected to be a member of the band, she will be a frequent participant in the jam sessions, and may develop a romantic interest.

CALL BACKS

Augustine arrived early on the night of the call back, as had everyone else. The group milled around the front room like cattle corralled outside the slaughterhouse. Finally, the door to the back room swung open and Uncle Vasily, that cheerful old corpse, stepped out.

"I'm glad to see all of you made it back tonight," he said. He took the list of candidates from Emile and studied it. As he read, Lucrezia B. sauntered up and draped herself over his shoulder. "We all know you're musicians," he said distractedly. "Tonight, we'll find out if you can be a band."

"You," he said pointing at Augustine.

"And you" Vesalius said, indicating the rowdy little statue that called itself King Cobalt.

"And, of course, you," he said smiling at B.J., the EW Daemon. Lucrezia's face darkened for a moment at the favor he showed her rival. Vesalius picked out Paco the Wyght last and waved them all towards the stage.

"Why don't you favor us with a song?" he asked. "Something loud and hot."

The pain and anguish aren't done with the first audition. Call backs are a traditional way of further testing and distressing prospective employees. Here, at *IN THE MUSICAL VEIN*, Vesalius is assembling a Resurrection band.

That requires at least one electric guitar, a bass guitar, a keyboard, and percussion. Extra guitars, horns, winds, and vocalists can be added as they are available. The only prerequisite for a Resurrection band is that they are able to "cook" together. The only way to test this chemistry between band members is on the stage.

Under Vesalius' direction, Player Characters and necessary NPC fill-ins are brought together to play as a unit. There they attempt a jam session (see Jam Sessions for rules governing jams). He will reorganize his working line-up of the band and have them jam together until he is satisfied he has the best combination. When one of the combinations of Player Characters and NPCs is able to maintain a successful jam, **he is 30% likely to choose that particular line-up** for his band.

For each subsequent line-up that can't jam, **add another 20% to his chance** to hire the NPC and Player Character combination. Vesalius is not a creature of infinite patience.

Bete Jammer is guaranteed to be one of the NPCs chosen for the band. This will not affect the long-term make-up of the band, because she is the next of The Kin in NY to disappear. This will happen the second or third night of rehearsals.

THE CONTRACT

After making his decision, Vesalius will offer the band members the terms of his contract:

"Congratulations, boys and girls. You're our lucky winners," Uncle Vasily says. "You are now the band, Vital Signz. I want you to start tomorrow. You'll be rehearsing the next five nights cause we open next week. Once we're open, you'll be performing two or three nights a week."

"Any problems with that?" he asks.

You may pause for your Player Characters to respond here, if they have the nerve.

"You will be answering to Emile here, who rides a tight herd on all the employees," Vesalius continues. "If you kill him and eat him, his close personal friend Yngvar will hear about it. Now I'm going to write down a figure on this piece of paper. I want you to take a look at it and tell me if you think it's fair."

Weekly wage for the group will be ten dollars for each point of the group's combined scores in Musical Style, Resurrection. For example, if the total of points in Musical Style, Resurrection, for a five-piece band was 320, the offered weekly wage would be \$3200, or \$640 per person.

This wage may be increased as the band rehearses. Added ATT points the band as a whole gains through jam sessions (see Jam Sessions) will be added to the combined scores used to arrive at the band's salary. Thus, if the total added ATT for that five-piece band was 35, we would add 35 to the 320 points of combined score. Multiplying by \$10 would yield a weekly wage of \$3550 for the group, or \$710 per person.

Player Characters may choose to haggle with Vesalius, even though the terms are extremely fair. A successful roll against a character's Business Skill or Persuasion Skill will get a wage increase of 1d10%. Vesalius will, under no circumstances go higher than 15% over the group's cumulative Resurrection Musical Style and added ATT Score.

Any further attempts to haggle will be referred to Emile. This will offend him, and he hates your guts already. Don't take this personally, he hates everyone's guts, even his close personal friend Yngvar.

FRINGE BENEFITS

When the band members and Vesalius have agreed to terms, Vesalius will take them into the back room to discuss the contracts and some of his special fringe benefits.

"Performing here, you not only get a good wage and all the good exposure you can carry," says Uncle Vasily, "you also get our special fringe benefit package."

Vesalius leads you past the "Members Only" sign on the back door into the Kin-only portion of the club. As the flyer said, "no bleacher seats." You wind through the tables and chairs to a second bar. Removing a wine glass from the rack above, Vesalius goes behind the bar and unlocks a cabinet.

Those of you with particularly acute senses will hear the sound of labored breathing coming from the cabinet. Something that smells like sour human flesh and fresh blood is inside.

"The technical name for this is an Organic Sustenance Vessel, but we call it a "skin bag," says Vesalius.

The Skin Bag looks like it once was a human body. The legs are gone and so are most of the arms. The thing is hanging suspended from metal caps on the arm stumps. The neck and whatever is left of the head are tucked into the top of the chest like a turkey dressed at the butcher shop. Most of the rest of the anatomy is obscured by hoses, fittings, and harnesses. Whatever it is, it's still alive. It's breathing and the hole around the neck is flaring open with each exhaled breath.

Vesalius leans over and pats its distended belly. It quivers like a water balloon as he opens a tap on its lower half and fills the wine glass with blood.

"This isn't exactly what they were meant for," says Vesalius, "but they are perfect for us. You may still feed on humans without harming them, and there is nothing to fear from the herd police, guns, or drugs. It's certainly better than rats and stray cats."

He asks all of you if you would like a taste. Any of you that say "yes" get a glass of your own. Vesalius holds up his glass of fresh blood, and makes a toast: "To your health. Anyone who's hungry can Drain these. Anyone who needs a place to stay can sleep here. If you have any trouble, let Uncle Vasily know. We're family now."

A skin bag contains 50 SP of blood (production of blood is artificially stimulated) and 10 SP of life force or youth. Having no higher brain function, a skin bag cannot be Drained for fear or pain. For a complete description of skin bags, see Hematech: OSV Storage. A description of their "manufacture" can be found in the same section under Computer Room and CDROM Library, File no. 063198.75447, Subject: VPR328.

Vesalius' explanations of the skin bag's origins will be ambiguous, but he will state that secrecy is safest for all involved. Emile will give the impression that he knows a great deal, but he is even less willing to talk. None of the other staff know anything beyond the fact that an unmarked blue step van delivers the canisters the

skin bags travel in. New deliveries come the first of every month.

QUICK START

For those CP's that want to bring their Player Characters directly to the meat of the mystery, there is the quick start option to this campaign.

In this scenario, Vesalius' auditions are open to groups already playing Resurrection music. The Players can form a group from characters they have already generated. Play action should start at the point in the "Call Backs" when Vesalius makes his offer to the band. This can get the Player Characters into position to discover "Life Under the Floorboards" within twenty minutes of deciding to play *NIGHTLIFE*.

TAKIN' CARE OF BUSINESS

IN THE MUSICAL VEIN

The club called *IN THE MUSICAL VEIN* is in a warehouse near where 72nd dead ends on the East River, a stone's throw from the Hospital for Special Surgery.

The hall is cavernous and dark. The decor is dominated by blowups of plates from Gray's Anatomy and Vesalius' original medical texts. A collection of antique surgical instruments is lovingly displayed behind the bar. The tables are the same stainless fixtures found in a morgue.

The "AB Positive," a house specialty drink similar to Long Island Iced Tea with a dash of cranberry juice for color, is served in a hanging IV bottle. Customers can request a glass, but most patrons drink directly from the attached tube.

LAYOUT OF THE CLUB

A wall splits the club in two. The club's stage is in the center of this wall. Above the stage, an intricate array of lights and fog machines is installed.

During performances, columns of dry ice fog fall from the ceiling to obscure the bizarre appearance of some of the performers. Colored lights play through the fog, and into the eyes of the audience, to compound the effect.

There are doors that exit from the back of the stage to either side. One leads from stage left to the private half of the club. The right-hand door

exits to the hallway that passes the dressing rooms and ends at the storage rooms in the back. The other end of that hallway is the "Employees Only" door behind the bar.

THE BACK ROOM

The back room of the club is a much more intimate venue. A third of the room is split into booths or private rooms large enough for two to four people.

There is a small bar with closet spaces behind it where skin bags hang to provide fresh, warm blood for those Kin who partake. Those closets are usually locked when the bartender is not serving.

Tables and chairs surround the minuscule dance floor in the rear. Two large screen TVs on the back wall show closed circuit pictures of the action on the stage and the amusing antics of the herd in the front room. Behind the screens is the entrance to Vesalius' private office.

THE OFFICE

The office is the standard organized chaos with a desk buried beneath paperwork, a file cabinet filled to overflowing, and walls hung with pictures and mementos of previous clubs and musical stars Vesalius has known. Though Emile shares this office with Uncle Vasily, there are no personal pictures or mementos of Emile's evident.

VESALIUS' PRIVATE ROOMS

In the wall panel marked by the autographed picture of Vesalius and Louis Armstrong is the secret entrance to his private living quarters. Vesalius' quarters are elegant, displaying the accumulated wealth of four hundred years.

The walls are papered and panelled in a fashion appropriate for eighteenth century Europe. The sitting room is furnished in antiques of the period. The bedroom to the right is sparsely furnished. There is a fireplace with an intricately carved wooden mantel, a few chairs, a writing desk, and an exquisite mahogany coffin as the centerpiece of the room.

The other bedroom on the right is even more sparse. Two cots, two chairs, and a dresser make up the decor. This is the guest room where any members of the band who are homeless will be boarded. Rollaway beds are stored so that up to four Kin can be housed in the guest room. Plain wooden boxes are available for the homeless Vampyres. They get to sleep in the storeroom with the other crates.

WHEN THE DEAD FOLKS JAM

"We're goin' to start with sumthin' real easy," drawled Augustine in his Cajun accent. "I don't want you to get too lost your first time out." He picked out the first few bars of an old jazz standard, "Birdland," playing it straight with just the rhythms and chord changes to set the pace.

Paco picked up quickly on bass, keeping up with the chord changes and throwing in a killer back beat. The King was in on almost the same beat, pounding out the rhythm like gunfire. Augustine started playing it Resurrection style, dragging out the notes with the bottleneck slide to make his guitar squeal like a tortured animal.

B.J. hung back a second, nodding her head sharply to the beat and flapping her wings at the tips. This was her first time to sit in on a jam. When it all came together for her, she jumped in with both feet. Her EW sounded like a thousand greasy horns.

Augustine nodded, satisfied. The stage lights glittered off his fangs as he smiled broadly and gave the group its cue. Then the whole band laid into it hot and heavy and tore the roof off the Vein.

Resurrection musicians frequently get together for jam sessions. This is the way they re-

hearse, try their musical skills against those of others, and socialize. For the complete rules of how jammin works, see **Appendix II: Kin Musicians.**

Jams are also prime places to gather information and rumors. Many Kin musicians only come out of their cribs to play. Gaining their respect as a true musician, and buying them a drink afterwards, is often the only way to pump these Kin for information.

TYPICAL JAM



One character, musician or vocalist, will take the lead, selecting the tune and starting out by himself. The others try to follow *ad libitum*, improvising new themes from the original tune. If the song is one of the old standards of Resurrection, there is a -15 modifier to all rolls. The standards are the songs that have been twisted into Resurrection style so often in the past that anyone familiar with the style will have heard them or played them several times. These include:

- Birdland
- Stairway to Heaven
- Chameleon
- Heard It Through The Grapevine
- Walk This Way
- Cloudburst
- Taint Me (original Taint version)
- I Love You Too Much
- Cliffs of Dover
- Rich Dog Beeps (L2K version)
- Run Through The Jungle
- The Devil Came Down to Georgia

Takin' Care of Business

Frankenstein
Godzilla
(I did it) My Way

Songs can be added to the standards list at the CP's discretion. Any jazz, blues, rock, or pop song recorded since the twenties is likely to be considered for Resurrection.

REPERTOIRES

Musicians Skilled in Resurrection style will have a personal repertoire, songs that have been rehearsed enough that they become even more familiar than old standards. These are not the only songs they know, only the songs polished up to be show pieces.

Groups that jam together frequently will have their own repertoire. The songs for this list are acquired gradually. For groups in rehearsal, like *Vital Signz*, six hours of work must be expended to place a song on the repertoire.

In loosely organized groups that do not practice together frequently enough, a song must be performed ten times, in at least five different jam sessions, before it can be included in the repertoire.

A group can have one song on this list for each five points of the group's average score for Resurrection Musical Style.

Songs are added to a group's repertoire in the same way as for an individual. Songs performed from a group or personal repertoire will have a -25 modifier for all rolls.

THE JOKER

While musicians are jammin, they spend an awful lot of time socializing. It is considered a sign of skill by some to be able to talk and tell jokes while performing. Usually, the jokes are horrible.

Mike D'Shrike was kicking back easy on a mellow guitar version of "Cocaine" when he called out to Uncle Ernie.

"Hey, Uncle Ernie!" he said.

"Yes, Nephew Mike," said the Wyght, sawing away lazily on his fiddlebox.

"Your friend Uranus stopped by the other day looking for you."

"Uranus? Uranus who?"

"Uranus Suckscanalwater, that's who."

Skid Romar followed up with a rim shot and then broke into a blazing version of the drum solo from "Wipe Out." This drowned them out before they could joke again.

A successful roll against Stage Presence is required to crack a joke without interrupting the act.

LEADER OF THE BAND

"Okay, everyone," said Augustine as he slung his guitar back over his shoulder, "Let's get back to work."

The rest of the band groaned in pain.

"Why are you the one giving orders?" Paco asked.

"Because someone has to do it," Augustine replied. "We only have a week to be ready for the Big Time. Besides, do you want Emile to be even nastier with us than he is now?"

"But I have as much a right to be in charge as you do," the Wyght said.

"And so you do. Does the rest of the band have any feelings on this one way or the other?"

The band shrugged as one, not wanting to get caught between the two of them.

"Then there is only one civilized way to resolve this situation," said Augustine as he cranked his amplifier up to 11. "Guitars at ten paces."

For the first week of rehearsals, the characters should be too busy to get into much trouble. The band members will be rehearsing six hours a night, starting at an hour past sundown. Emile will be riding them constantly, making sure that Vesalius gets at least six hours of work out of them. He will do this in the least pleasant fashion possible.

When Emile is not exercising his authority, one member of the band must take on the mantle of band leadership. There are several ways this choice can be made. The band members could choose the one member with the highest Musical Instrument, Leadership, or Business Skills. It could be simply a popular election. If there is a difference of opinion, or they want to have the best musician at the helm, a variation on the Jam Session rules can be used. This is referred to as Musical Combat, a sort of "Dueling Banjos" for the dead.

Once the two parties decide who will go first, the leader will start into a song. A gentleman will use an old standard. A musician looking for a sure victory will start with a piece he is sure his opponent is unfamiliar with. They make their rolls for the next two to five minutes until the second player announces he will take the lead. Then he picks the song and leads his opponent through it. The first musician to flub a Musical

Skill Roll or give out due to lack of endurance loses. There are no rules restricting the number of rematches or the reactions of sore losers.

AFTER THE JAM

Of course, afterwards, the band might want to step out for a bite to eat. Kin on the prowl roll for what they will encounter on the table provided in **Appendix X: Dining on the Waterfront**. The hunt should be interesting, especially when some of the prey can turn on the predator. Also, don't forget to keep your eyes open for those men in moonsuits and other odd things going on. There may even be something strange going on in the club (see *Life Beneath The Floorboards*).

SHOOTING STAR

The second night of rehearsals will provide a very unpleasant surprise for the band members.

Lyke O' Podium, an Inuit covered from head to toe in indigo tattoos, shambles into the club and drops a brown paper bag on a table near the stage.

"I don't think B.J.'s going to be making it in for rehearsal tonight," he says.

"What the Hell is this?" Toast asks as he dumps out the bag's contents. You see wires, beads, small electronic parts, and what looks like a black broomstick, with keys and a reed. Part of the broomstick has been blown away, revealing a rat's nest of colored wires and electronics. More of the beads fall out of it when Toast picks it up.

"It's Beej's EW," says Lyke. "I found it in the park. There was blood all around it."

Characters who make their PER Rolls or Alertness Skill Rolls will realize that the beads are buckshot. If no PC volunteers the information, Toast will.

The shot isn't made of lead though. Some of the shot is iron, some silver. There are splinters of wood and flint lodged in the EW, too.

"Who in the seven Hells uses buckshot like that?" Lyke O' Podium asks.

"I heard say that Target Alpha did in Boulder," Toast says. "I think we're in trouble."

No further clues turn up as to B.J.'s whereabouts and Vesalius, though very concerned when he hears of this, can do nothing himself.

At the bar there is still lots to be done. Christiaan, the head bartender, is trying to get a staff of five assistants hired and trained. Most will probably be aspiring musicians. Emile is looking for about a dozen waiters and waitresses, again probably musical "wannabees." Yngvar needs bouncers, anywhere between five and fifty. He'd prefer that they have no appreciation for music at all, just a talent for inflicting pain.

No matter what the characters' leanings may be, there should be something for them to do until opening night.

LIFE BENEATH THE FLOORBOARDS

"Did you hear that too?" Paco asked.

"Yes," said Augustine, "It sounds like music coming up through the floor."

"Vesalius didn't mention anything about a rehearsal hall in the basement. Let's check this out."

"I'm not so sure about this," Augustine drawled. Yesterday, he thought he'd heard screams.

"C'mon," Paco said, dragging Augustine away by the arm, "it's louder over here. What are you afraid of anyway? We're the monsters."

Characters skulking about *IN THE MUSICAL VEIN* during the club's off hours, and making a successful PER Roll, will hear music and sounds of activity coming up from under the floorboards.

The noises are loudest in the storeroom behind the private club area. A careful search will locate one case of bourbon bolted to the floor.

A successful Alertness Roll or an equivalent LUCK Roll will reveal the mechanism that causes the case to swing away from the trap door it covers. The trap door leads to a set of descending stairs, and the music seems to be coming from the bottom of those stairs.

THE RECREATION LOUNGE

A plywood panelled passageway leads from the foot of the stairs towards the waterfront for about twenty or thirty feet. Every six feet or so there is a safety light mounted on the wall. The recreation lounge of Vesalius' secret Nerve Rot ward is at the end of this hallway.

The room at the end of the hallway is roughly square, thirty feet to a side, and painted in a soothing spring green color. There are potted plants, an artificial waterfall and goldfish pond, and low wattage sun lamps that give the place the feeling of the country.

There are seven Stage IV Nerve Rot zombies scattered around the room. They are standing, leaning, or shambling around with no apparent direction or consciousness. All of them are wearing bathrobes, pajamas, and slippers.

These creatures are particularly horrifying. Parts of their extremities, such as fingertips, toes, ear lobes, lips, and noses, have fallen off. The affected flesh has a distinctive blue-gray color, deepening to black where tissues have degenerated enough to fall off. Their tongues are black, swollen, and protruding, rendering them incapable of speech. The eyes are clouded over with degenerative cataracts.

Sitting in the midst of this peaceful underground park is a man dressed in maroon medical scrubs. Pinned to these scrubs are herbs, bones, and feathers. He is playing a flute.

One of the zombies lurches toward you. It doesn't seem to notice you, but is coming in your direction.

The man playing the flute is, of course, Southern Comfrey, who runs Vesalius' Nerve Rot Clinic. He believes that his flute playing soothes his patients.

Have all characters roll against WILL for fear of contact and infections from these horrible wretches. Anyone failing the roll will flee down the hallway.

What happens next is up to the PCs. The three likely courses are flee, attack, or observe.

IF THE CHARACTERS FLEE

If characters flee in terror back the way they came, they will discover that the latch on the secret door will not open (it is controlled from down below). There is a 25% chance that a zombie will be attracted to the sudden motions of the characters and wander down the hallway.

Vampyres can escape by using Mistform, and Ghosts can escape by going Incorporeal. Other characters may attempt to force the secret door. This is well-nigh impossible. Even if a character

makes a successful STR Roll, the stairs will give way before the doors will. Any characters on the stairs when they collapse will take Falling Damage (ten foot fall, 5 points of damage, Escape against DEX for no damage). All of the zombies will come at the sound of the stairs collapsing, as will Southern Comfrey.

IF THE CHARACTERS ATTACK

If one or more of the characters move to attack the zombies, they should think twice about it. Before allowing them to make an attack, ask them if they really want to touch a zombie. If they are going to use guns or other distance attacks, ask them if they really want to splatter zombie blood into the air. Also remember that the zombies are Kin, and most Edge attacks will have to be made at a +50 modifier.

If a character still insists on attacking, Southern Comfrey will step in to defend his patients. The Inuit has a high Wrestling Skill Score and may also use his aluminum tube flute as a club. As he attempts to fend off any attacks, he will shout at the PCs, telling them to stop, that the zombies can't hurt them.

If the characters manage to kill one of the zombies, Southern Comfrey (and Vesalius) will be upset. If the character who killed a zombie does not try to make amends, they will probably be fired and warned not to speak of this to anyone. A zombie that is killed will resurrect unless killed in a way that causes the true death.

Southern Comfrey

Race: Inuit

STR: 33

PER: 28

DEX: 23

ATT: 17

FIT: 30

LUCK: 270

INT: 32

HTH: 7

WILL: 30

SP: 300

Max Humanity: 88

Humanity Damage Modifier: -3

Selected Edges: Armor (15); Aura Sight; Invisibility; Nocturnal Vision

Combat Skills: Club (93), Flute, Damage: 17. Wrestling (99), Damage 14

IF THE CHARACTERS OBSERVE

If characters do not attack or flee, they will be ignored until Southern Comfrey finishes whatever piece he is playing on the flute. If the characters try to converse with him, he will shake his head and keep playing. After he is done playing,

Southern Comfrey will hold a finger to his lips, and make a shushing noise. Obnoxious characters will be asked to wait a minute.

If anyone thinks of using Aura Sight, Southern Comfrey may be identified as an Inuit.

The man finishes the piece he is playing on his flute. He stands up, stretches, then pushes a button on the wall behind him. A panel slides aside to reveal a hallway.

"Come along now. Music time is over. It is time for a nap."

These words are directed at the room in general, as if you are supposed to be there and helping him.

The man, no doubt from spending too much time with people with no intellect whatsoever, talks like a nursery school attendant.

There are twenty cells opening onto the hall, ten to either side. Each cell has a chair, a bed, and placid countryside pictures on the wall. The man herds the zombies into individual cells before locking the doors. He seems to have no aversion to touching them, guiding them by the elbow and even tucking them in for their naps. He is, in fact, quite affectionate and protective around them.

This display should turn the characters' stomachs. You may wish to pause for appropriate comments from the PCs.

The man does not lead the last zombie into a cell, but guides it to a room at the end of the hall.

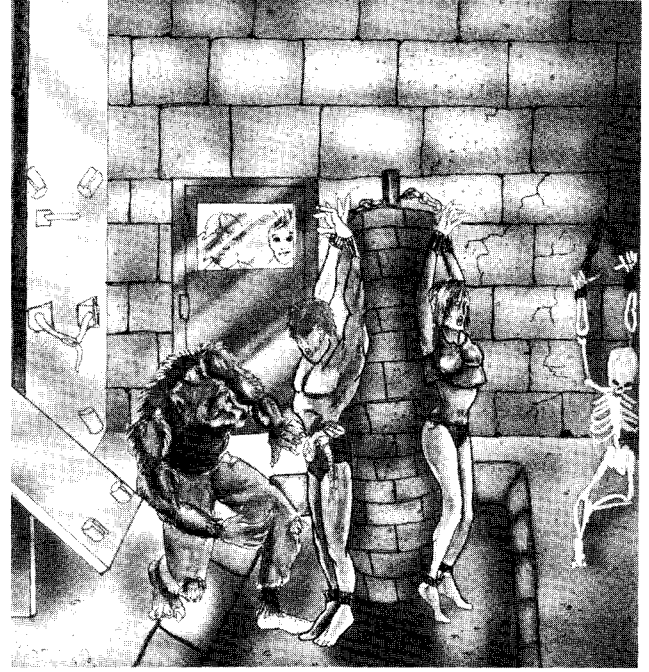
THE THERAPY ROOM

The Therapy Room is where Southern Comfrey attempts to teach Nerve Rot zombies how to Drain.

This room is padded and filled with all sorts of exercise and restraint equipment. In the center of the room is a recessed pit, heavily padded and lined with pillows. There is a padded pillar in the middle of the pit, and two healthy looking herd are chained to it. Their wrists are bound and the restraints are attached to the top of the eight foot tall pillar, forcing them to stand on tiptoe.

These herd are what Uncle Vasily refers to as "lifestyle volunteers." Each night he trolls for

muggers, rapists, and thugs, using Lucrezia B. as bait. Any herd stupid enough to assault her "volunteers" to help cure the Nerve Rot patients. These individuals, of course, do not react stoically to their situation.



The man settles the Nerve Rot patient comfortably into the pillows at the foot of the pillar. As he does so, the herd begin to scream, threatening and begging. One of them wets his pants in fear.

The man ignores the distraction, and instead explains to the Nerve Rot zombie what is happening. His voice is soft and kind, as if he were talking to a small child, making the scene before you seem even more bizarre.

"This is a herd and they are meant for feeding," he says. "If you do, you'll get all better."

The humans, realizing they are the Kin equivalent of chicken soup, panic, screaming and thrashing even more.

With no warning, the man grasps one of the herd by an ankle. He begins to emit a green glow, marking him as an Inuit. He is engaging an Edge, though what it is you can't tell.

As the Inuit's skin glows bright green the herd is quickly growing tired and listless, as if he were being Drained. The Nerve Rot zombie, whose hand the

Inuit is holding in his other hand, seems to be getting brighter and more alert.

The second herd, watching this, faints and hangs by his wrists which are still chained to the top of the pylon. The Inuit and the zombie Drain the first herd completely, and then do the same to the second. The Inuit then takes the invigorated zombie to a cell and locks the door after murmuring a few soothing words and tenderly tucking him in.

Though he has neglected to do it yet, Southern Comfrey usually drags the bodies of the lifestyle volunteers out of the chamber. There is a secret exit from the ward that opens onto an underground pier on the East River, where most of the bodies are disposed.

What the characters have seen is Shunting, a sort of force feeding for Kin, and the only way to save a Nerve Rot patient that has passed into Stage IV. Complete details on this course of therapy may be found in **Appendix IV: Nerve Rot**.

HELPING OUT

Southern Comfrey will explain the course of therapy to any character that will listen. Any questions asked of him will be answered.

"Work, work, work," Southern Comfrey mutters. **"The last six months has been nothing but more and more patients. Don't know why that is, just is."**

He looks at you and finally realizes that you aren't the regular staff.

"You're new here," he says.

The Player Characters may make any brilliant explanation they choose. The Inuit will pretty much ignore their stories. If he hasn't done so already, he will introduce himself.

"Would you be interested in helping out here? We can always use a hand. If nothing else, these bodies need to be dragged away."

Needless to say, he is working for Vesalius and Uncle Vasily has been very generous with you.

Those who accept his offer can be put to work in several ways. They can assist Southern Comfrey and Vesalius in the day-to-day operation of the ward. In addition to this, there are several other options:

1. Lucrezia B. could always use a hand in her trolling of Central Park for "lifestyle volunteers."
2. Characters with good Business and Criminal Business scores could help find supplies on the black market.
3. And then, there is always the business of trying to teach Werewolves to Drain.

There will be no pay for this work, or even outside recognition. This is pure philanthropy. Those who show a willingness to serve may be recruited into the Caduceus faction, of which Vesalius and Southern Comfrey are a part.

REFUSING TO HELP

Southern Comfrey will accept refusals to his offer graciously, but he will leave them with the following warning.

"I can understand your situation," Southern Comfrey says as he throws a switch on the wall. **"We would never think of forcing you to help here. Please, just be very careful about telling anyone about this place. Some people are very nervous about Nerve Rot and might do something rash."**

Only after Southern Comfrey has made his pleas for assistance and heard the Player Characters' responses will he release the latch on the trapdoor topside.

GOIN' ON A SCENIC CRUISE

"I guess if we're trolling for thieves, rapists, and deviants," said Augustine, "you would be the perfect bait."

Lucrezia B. gave a toss of her red and fuchsia hair and laughed.

"Oh, I'm not going out in this," she said. "This" was a Chinese red minidress cut to below the navel. The stitching that held the two halves of the dress across her breasts looked strained to the point of explosion. "Let me change into something a little more comfortable."

Augustine was too much a gentleman to even imagine what that might be.

Lucrezia returned, looking much more comfortable in jeans and a NYU T-shirt. Her hair was bound up in a kerchief and fussy wire-rim glasses rested on the tip of her nose. A gigantic

purse that seemed to bear an invisible sign "snatches me first" finished the ensemble.

"This is your mugger bait?" Augustine asked.

"Sure," said Lucrezia. "In my normal clothes, I get too much attention, too many offers from johns."

Those Player Characters that want to help Vesalius gather herd to Shunt for the Nerve Rot patients will be put under the direction of Lucrezia B. In seeking out likely victims, the Player Characters cruise the roughest sections of town actively trying to get attacked. Roll on the following table to see what kind of human scum will approach or attack. Their descriptions can be found under the references in **Appendix X: Dining On The Waterfront**.

TROLLING TABLE

- 01-50 No attacks, just the appropriate herd for the time and place
- 51-75 Mugger, same as Street Tough.
- 76-85 Purse snatcher, same as Runaway.
- 86-89 Wilding gang, 3d10+5 Street Toughs.
- 90-98 Gangbangers, 1d10 for each PC plus 1d10 for Lucrezia.
- 99 Psychotic serial killer stalking vulnerable prey. His description is the same as Bellevue Client, plus Knife Skill at a score of 65.
- 00+ Mugging professionals, 1d10+1, the same as Mafia Soldier.

Add a +30 modifier to rolls when in these areas described in Appendix X: Alley, Dockyard & Warehouse, Park, and Subway. Add a +45 modifier for the Dead Zone.

Lucrezia strolled out from under the well of light beneath the street lamp into the gloom of the park. The purse snatcher, sensing easy prey, hit her then. The young man, a scrawny specimen that didn't weigh as much as Lucrezia, latched onto the purse's shoulder strap and kept running. Lucrezia let the strap slide down her arm and then held fast as it reached her hand. The purse snatcher suddenly came to a stop and fell flat on his back. Before he could take in a breath, Augustine had his hands around the varlet's throat.

"Don't kill him," said Lucrezia. "We need him alive."

"He is a very small one," Augustine responded in his Cajun singsong. "Maybe we should throw him back."

The purse snatcher started whimpering. Augustine clamped a hand over his mouth as a gag.

"No, we need all the herd we can catch." Lucrezia knelt beside the human and removed a brown glass bottle of chloroform and a handkerchief from her purse. She moistened the cloth with the drug and clamped it over his nose and mouth. He struggled for a moment and then went limp.

"Sorry," she said, "a very sick Kin needs food and you just volunteered."

Any herd that are captured are brought to Vesalius' private car, a '69 Cadillac Hearse in mint condition. Periodically, Lucrezia returns her harvest to the Nerve Rot clinic. She drives to the garage adjacent to the Lester Jukes Memorial Clinic and brings the unconscious bodies to the secret clinic through the trapdoor in the floor. The passageway passes an underground pier and then goes through a door to the treatment room of the secret clinic.

Southern Comfrey cheerfully takes delivery of the herd.



"Glad to see you," says Southern Comfrey. "We're just out of fresh subjects."

As he approaches, you see the patient he's been working on. It is a Werewolf, and it looks like a dog that's been run

down by a truck and left by the roadside for a month.

Strapped to a piece of equipment behind it is the latest subject. The herd has been skinned alive and then cut open. The intestines are writhing around the body cavity like sluggish snakes. The heart still gives an occasional beat.

The Inuit clucks to himself, obviously disappointed.

"Poor Larry," he says, "he still hasn't quite caught on."

Southern Comfrey helps you unload your herd, and then straps them to various pieces of equipment. The Werewolf plays with his victim's entrails, trying to get into the spirit of Draining but failing. As it fondles the human's pancreas, Southern Comfrey glances at the lifestyle volunteer you supplied.

"Don't worry," he continues. "I'm sure he'll get the hang of it soon."

I HERD IT THROUGH THE GRAPEVINE

The band was cooling off between sets in the back room when Toast dropped into a chair at their table.

"Hey guys, have you heard the latest? Phred tells me he heard that those moonsuits are really Tapefaces working for Target Alpha."

Paco moaned. It was hard to say whether it was from exhaustion or simply from being tired of Toast's endless gossip.

King Cobalt drummed out a fanfare on the table.

"Mr. and Mrs. Undead America and all ships at sea," he announced, "Radio Free Toast is on the air!"

There are certain "facts" everyone with their ear to the gossip circuits know: The Kin are disappearing much faster than normal attrition through accident or prey turning on predator could account for; men in moonsuits, protective clothing that could be environment suits or body armor, are being seen in New York City; cases of the dread disease Nerve Rot seem to be increasing; and no mention of any unusual activity is being made in the media, the sort of thing you'd expect knowing how carefully Target Alpha avoids publicity.

These other rumors come up in the midst of conversation at the bar. If any of the Player Characters are trying to gather information, make small talk, or just have a quiet drink in spite of a talkative barmate, the kernel of that discussion can be rolled for on this chart. Some of this information will be useful, some will be completely incorrect. Some of the rumors going around have nothing at all to do with the situation at hand. Only time will tell which is which.

HOW TO USE THE GRAPEVINE

Roll a d00 for each conversation and compare the result to the following list of rumors to determine what piece of juicy gossip is heard. Seemingly related rumors are grouped. They may be told to the Player Characters in these groups or individually, depending on the circumstances and the preference of the CP.

01-15 Nerve Rot

A new, more virulent strain of Nerve Rot is spreading among The Kin.

The new strain of Nerve Rot rumored is the product of human biowarfare research.

Vesalius is working on a cure for Nerve Rot, but there aren't too many Kin willing to volunteer for the experiments.

16-26 Moonsuits and Organ Donors

The men in moonsuits are actually aliens collecting herd and Kin specimens as a prelude to invasion.

The men in moonsuits are actually just the EPA trying to contain an enormous chemical spill in the sewers without panicking The Herd.

More welfare cases seem to go into the borough clinic than leave on certain days. Seems to be a lot of delivery vans leaving the clinic those days, too. Maybe they are collecting really fresh donor organs for the rich.

27-45 Target Alpha did it!

A big chemical spill that the EPA guys in the moonsuits have been trying to clean up has irritated the inhabitants of the Wormholes and now more of them are coming up to feed.

Target Alpha has learned to communicate with the denizens of the Wormholes and has convinced them to help eliminate The Kin.

The moonsuits are new protective clothing reinforced with silver fibers used by Target Alpha to protect them from The Kin.

The moonsuits are special thermal suits provided by Target Alpha to the Tapefaces in return for their help against The Kin.

46-52 Vector Frankenstein and the Hubble Telescope

The group, Vector Frankenstein, has been kidnapping other Kin for their experiments to improve the species.

The members of the Vector Frankenstein faction have been looking for Kin to volunteer for their medical experiments in changing The Kin. That's why lots of folks have been disappearing before the wacko scientists could get their hands on them.

The moonsuits are a promotional gimmick of the Tasty Good Humor Cone Company. They are advertising their new Space Cone, Chock Full of Stars, honoring the successful realigning of the Hubble Telescope.

53-60 Hazardous Doughnuts and Albino Alligators

There is some connection between these skin bags that Vesalius is getting and the disappearing Kin, but I don't know what it is.

I heard that a friend saw a bunch of those moon-suit guys in a Krispy Krunchy Kreme Doughnuts truck. You ever hear of hazardous doughnuts?

Somebody's pet has escaped into the sewers and horribly mutated. It's probably living on all those albino alligators.

61-75 Uh-oh, Uncle Guido

Some stupid jack fed on a Mafia bookkeeper and now Uncle Guido is hunting him down, scattering a lot of The Kin trying to get to him.

The Kin aren't being killed by the Mafia, they're just shaggin it cross-country to hide out on the Underworld Railroad.

Spyder Anthrax is the jack who killed the Mafia bookkeeper and brought all this trouble down on our heads. Let's mess up his hair.

76-90 Other Stuff

Dennis Jacoby, manager of Jacoby's Pier and Oyster Bar, hasn't paid his protection money again this month. Keep an eye out for no-neck guys named Tony in the neighborhood.

Nick Smith is up to no good. Maybe, he's been hunting Kin again.

Emile was involved in some questionable business involving unethical medical practices be-

fore he came to work for Vesalius. That's why Uncle Vasily hired Emile.

91-00 Lip Syncing

Eight Morningstar Corporation enforcers jumped Nick Smith last night. That's why he's wearing that bandage on his forearm. Morningstar is still looking for five of their men. And the car. And the rocket launchers...

Some Inuit members of the Headbangers gang started jammin during an open air concert in Central Park. They failed to quit playing when the featured band did. The audience, offended at this gross display of lip synching, stormed the stage. Five were hospitalized, seventy-five arrested. And you thought the Milli Vanilli scandal was bad.

I saw those guys in the moonsuits, and they had guns. You don't shoot a chemical spill.

I LOVE THE NIGHTLIFE

"So what do you want to do after the first set," Paco asked Augustine. "We've got almost two hours."

"I don't know. Nothing new under the moon."

Augustine surveyed the front room of the Vein. It was the usual Friday crowd. Lots of Kin. Lots of herd. The herd drank too much, and argued because of it.

One of the arguments became violent and spread, extending itself onto the stage by way of a thrown beer bottle. The bottle bounced once and then punched a clean hole in King Cobalt's drum. The feisty chunk of concrete looked once at his silenced bass drum and dove over the set with a scream.

"Nothing new at all," said Paco. "So what do you want to do after we pull him off these guys?"

This table generates random encounters for life inside the bar. Since the stage is open to the dance floor, any fights or excitement in the club are likely to spill into the midst of the band.

USING THE ENCOUNTERS TABLE

Roll a d00 and compare the results to this table, or choose any item that appeals to you, whenever the situation calls for a club encounter.

Takin' Care of Business

Add five to each roll for each additional night that a club is frequented.

Descriptions of NPCs marked with a * can be found in **Dining on the Waterfront**.

Descriptions of NPCs marked with a # can be found in **Notables In the Musical Vein** or **Kin Musicians**.

The Children of Lillith's (Fruit of Eden) are young Werewolves, Wyghts, or Animates. You may use the descriptions of these races in the NPC Races section of *NIGHTLIFE*. They are also discussed in **More Races and Factions** near the back of this book.

- 01-22 Nothing of consequence happens, just plenty of good, loud music.
- 23-24 Someone's been offered 5 free tickets to a Boy-Os Def & Dee Kay (see *MAGIC*, Musical Groups section) concert and he really wants company to go along.
- 25-30 The Gorepuppies show up and take any interested Kin out to cruise the bars.
- 31-35 Deadbeats (Male Office Workers*) try to sneak in without paying the \$10 cover.
- 36-42 2d10 rowdy herd (Street Toughs*) congregate in the front half of club; a drunken fight breaks out.
- 43-45 Jerry Rivers#, television journalist, tries to force himself and camera crew into the Kin-only back room.
- 46-50 An impromptu tournament for the bar championship comes together at the pool table. The betting is heavy and spirited.
- 51-54 A catfight erupts between two herd females (Female Office Workers*) over a yummy toyboy; nobody can get into the ladies' room.
- 55-56 Vice squad raids *IN THE MUSICAL VEIN* as an illegal after hours club. (3 Narcs* and 10 Cops*). 95% of the time, the cops won't search carefully enough to find any of the secret doors or the skin bags.
- 57-58 A party tries to stiff one of the waitresses for the bill (1d10+5 Male and Female Office Workers*). The tab is 2d10 dollars per person. 75% of the time, Yngvar or one of his bouncers catches them on the way out.
- 59 An underage herd with fake ID (Store Clerk*) sneaks into the bar. Somehow, he ends up in the back room, where he doesn't belong.
- 60-62 Yet another Kin disappears, one of the bar regulars.
- 63-67 A Kin factional dispute breaks out in the back room. 2d10 each of Commune, Complex, and Caduceus factions engage in the "debate." Vesalius and Yngvar try to break it up.
- 68-70 Nick Smith# is hiring mercenaries in the club. A contract dispute between him and 1d10 Kin gets loud and messy. Fists and broken bottles are the weapons of choice, but there is a 25% chance of knives, 15% chance of handguns, and 5% chance of automatic weapons or light explosives.
- 71-75 A catfight erupts between two Kin females over a yummy toyboy; still, nobody can get into the ladies room.
- 76-78 An underfed Vampyre fails its Humanity Roll and goes berserk in the front room.
- 79-80 1d10+2 Van Helsing Society Stakes are hanging around outside. Bouncers may be sent out to discourage their future patronage.
- 81-85 This time the Kin that disappears is a member of the bar staff.
- 86-91 A fight inexplicably breaks out between five of The Kin and five Mafiosi (Mafia Soldiers*) stopping in for a beer.
- 92-95 One of Lucrezia B.'s# Kin ex-boyfriends takes in the show and becomes extremely jealous of one of the male band members. Murderously crazy, as a matter of fact.
- 96-98 An NPC band member, or regular at the jams, disappears.
- 99+ 2d10 Children of Lillith goons (Also known as The Fruit of Eden) start a fight and try to trash the club. Next night initiate *Smoke on the Water* scenario.

SMOKE ON THE WATER

Bloodin' Gutz sniffed at the air in the bar. He seemed to catch the scent of something new and unpleasant under the smells of beer, smoke, and herd.

"What is it?" Toast asked.

"Dunno," said the Werewolf as he stood up.

"I'm going to step out for a breath of fresh air."

"If you find any in New York, let me know."

Bloodin' Gutz strolled over to the fire exit beside the bar, following his nose. He leaned on the handle and the door didn't open. He put his weight, and a good deal of adrenaline, into it and the door gave way.

As the door ripped off its hinges, it swung out on the chain wrapped around the outside handle. The Kin working outside the door were real surprised. They stopped filling their Molotov cocktails and concentrated on him. He realized that the new scent was regular unleaded and that these jacks were planning a Kin barbecue. Bloodin' Gutz was not happy to be the surprise guest of honor.

Some of The Kin catch word of Vesalius' secret Nerve Rot ward and get scared. First off, they try to trash the club in a fight. After that, they get sneaky.

Children of Lillith goons (also known as The Fruit of Eden) attempt to block the club's doors from the outside and then set fire to the building.

Each Player Character rolls against PER, and the CP makes one PER Roll for all the NPCs present, to ascertain if anyone notices in time to avert the attempt. Active Danger Sense will also warn the characters.

The first warning is the sound of some of the Children of Lillith threading chains through the handles of the double doors and attempting to padlock them shut. "The Children" will attempt to chain all three exits at the same time.

Little effort will be expended in stealth; the attackers will assume that the music and alcohol consumption in the club will mask the noise.

If a character exits the building at this point, he will see two of the Children of Lillith with chains and padlocks in their hands. There will be three or four others behind them, preparing Molotov cocktails.

Others will be preparing barricades or wielding weapons. They will, of course, try quickly to dispatch anyone poking their head out of the doorway and then chain and barricade the door again.

There are over 70 patrons in the bar at this time, including the Player Characters, about ten of them are human. If Nick Smith is present (20% chance), he will be angered at their behavior and will do his best to discourage the Children of Lillith from antisocial acts.

3 Animates

STR: 25 PER: 20
DEX: 25 ATT: 20
FIT: 25 LUCK: 20
INT: 25 HTH: 4
WILL: 30 SP: 45

Max Humanity: 30

Edges: Armor (10); Claws (60); Drain (life force); Body Control; Domination

Combat Skills: Streetfighting (80):

Damage: 8 (with Claws: 20). Throwing (73): Molotov cocktails

15 Werewolves

STR: 25•40•50 PER: 20•30•40
DEX: 20•30•40 ATT: 15•0•0
FIT: 25 LUCK: 20
INT: 20 HTH: 5•8•10
WILL: 20 SP: 45

Max Humanity: 40

Edges: Armor (10); Drain (pain); Claws (60); Fear Projection; Lupine Form (75); Lycanthropic Form (50); Sense Acuity

Humanity Damage Modifier: +2

Combat Skills: Streetfighting (80):

Damage, 10 (human form), 16 (Lycanthropic Form), add 12 if Claws used. Lupine Form: Combat Skill (75), Damage: 29. Throwing (73): Molotov cocktails

10 Wyghts

STR: 50 PER: 30
DEX: 30 ATT: 5
FIT: 30 LUCK: 20
INT: 20 HTH: 10
WILL: 20 SP: 50

Max Humanity: 40

Humanity Damage Modifier: +2

Edges: Armor (20); Claws (80); Drain (youth); Infection

Combat Skills: Streetfighting (90),

Damage: 20 (36 with Claws). Throwing (73): Molotov Cocktails.

IF THE FIRE IS SET

When a Molotov cocktail is detonated, it causes **10 points** of fire damage from burning liquid to anyone within 5 feet. **Remember that virtually all Kin have a Substance Vulnerability to fire, which will cause double damage and ignore any Armor Edge.**

For each of the next five BT, the liquid will burn for **5 points** of fire damage. Any combustible material, including clothing, that is touched by the flames will ignite for an additional **1d10 points of fire damage** each BT. Anyone whose clothes are on fire must make a WILL Roll to do anything but run and scream. Other patrons may help, but don't count on it. As Richard Prior says: "When you're runnin' down the street on fire, people get outa your way."

If two or more cocktails are detonated near each other, then the area of flame increases, but damage does not.

EFFECTS ON THE BUILDING

There is a 10% cumulative chance per BT that any fire will spread to the structure of the building. For example, if one is detonated and left burning, the chance of the building catching on fire is 10% the first BT, 20% the second BT, 30% the third BT, 40% the fourth BT, 50% the fifth BT, and 60% the sixth BT.

Once a fire spreads to the building, it will grow in size and damage. The damage the fire does will increase by **1d10 points** each BT.

FIGHTING THE FIRE

If a fire's damage can be reduced to 0, it will be put out. Of course, new Molotov cocktails and other hostile acts may complicate matters. If the incendiaries are thrown on the roof, someone will have to climb or fly up there to fight the fire.

There are a few ways of dealing with the fire if The Fruit of Eden are successful.

Fire extinguishers, a total of eight, are mounted several places in the club. Each extinguisher can put out **1d10 points** of fire damage per BT for a total of 50 points (the extinguisher is empty after that). The range of an extinguisher is 10 feet.

Two Kin Edges are particularly useful in this situation: Control Weather and Event Manipulation.

Weather Control can be used to cause rain to fall on the fire. This will automatically put out fires on the roof that have not spread to the

structure of the building, but will not affect fires in the club that are shielded from the weather.

Once the fire has reached runaway phase, the chance for Weather Control to succeed is reduced by 10% for each 1d10 the damage accumulates.

Event Manipulation will also work quite well. Vesalius has this Edge, and the willingness to use it in this situation. The Caduceus faction will protect him from the wrath of the Elder Kin over the use of this Edge.

Christiaan, the bartender, possesses both Edges. He will quickly cause rain to fall on the roof, and will use Event Manipulation if more conventional methods fail. Caduceus will also protect him if the Elder Kin take notice.

A Sorcerer may use a **Fire Hydrant Spell** to quench a fire. For every BT it is directed at a fire, it will reduce the damage by **3d10 points**. Please note that a Fire Hydrant Spell only lasts for a number of BT equal to the Caster's MA.

IF THE FIRE IS PREVENTED

It is the best-case scenario that The Fruit of Eden can be beaten before they have an opportunity to torch the club. If they are defeated, the Children of Lillith will not surrender. Only if one of them can be subdued will there be anyone left to question.

Police will show up 15-30 minutes after the first sign of trouble. Fire trucks will also arrive if there is any open flame. Vesalius and the rest of the staff will officially know nothing when questioned. If the PCs know what's good for them, they will do the same.

EVACUATION

Whether or not the fire is halted, Vesalius and Southern Comfrey will try to evacuate the secret Nerve Rot ward. Vesalius has made previous arrangements for a safehouse. Band members and staff who have already been down to the ward will be enlisted.

The effort will be difficult, guiding 10-20 Stage IV zombies from the dormitory, through the retraining center, past the underground pier, and up a flight of stairs. Once they are safely at their destination, Vesalius returns to the club to see what can be done there.

The band members will find themselves in the garage of the Lester Jukes Memorial clinic that houses a school bus converted for transporting Kin. The bus's windows are blacked out and the passenger section is separated from the driver's seat by a light-tight drape.

Southern Comfrey hastily starts the garage door opener as he and the band members are filling the zombies into the bus one by one.

Southern Comfrey, who is not at his best in these kinds of emergencies, causes so much fuss that the band members will have to concentrate on calming him down.

MORE FRUITS OF EDEN

At this point, Danger Sense, Alertness, or successful PER Rolls are required. Children of Lillith, one for each Player Character plus three for good measure, will appear. They are armed with clubs, chains, and Molotov cocktails, and they intend to destroy the “dangerous filth that the traitorous Vesalius has been protecting.” Faced with that kind of rhetoric, the Player Characters will have no choice but to fight.

Those Player Characters that survive the battle will have an unpleasant surprise. In the confusion, 1d10+2 of the patients escape, simply wandering off the bus and out the door. A quick search in the vicinity will show no sign of them.

ZOMBIE HUNT

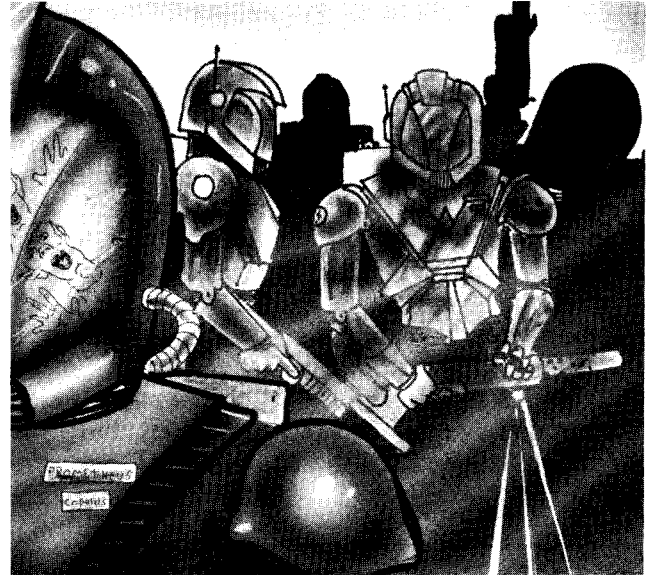
Meanwhile, Emile is in Vesalius’ office making a phone call to Hematech to alert them of the situation. He knows of Vesalius’ plan to move the zombies at the first sign of trouble, and figures this will be an opportunity Hematech can’t miss. This, of course, he tries to do discretely. A PER Roll for the NPCs in the club at +50 will determine if he is noticed.

The members of the band, particularly those who have gained Southern Comfrey’s confidence, will be called in to help round up the escaped patients. Kin with the Tracking Skill, the Tailing Skill, or the Flight Edge will be put out to search, while those with other useful Skills will be sent to cruise the streets in Vesalius’ ’69 Cadillac hearse. Information will be passed on to the second group through the cellular phone in the front.

Your search finally pays off as you find one of your quarry at the outskirts of Central Park. The Nerve Rot zombie is wandering west across the park, shambling through bushes and bouncing off benches and statues like a pinball.

Before you can get close enough to grab her and drag her back to Vesalius’ hearse, a late model step van pulls up. Though the writing on the side reads “Manna From Heaven Bakery,” the three men that leap out are definitely not de-

livering doughnuts. They are wearing some sort of containment suit, heavily reinforced and bulky like body armor. They carry assault rifles, grenades, and other equipment you can’t identify.



They look to be on the hunt for your Nerve Rot patient. One of them holds his weapon ready while the other two unfold a black plastic net and use it to entangle the zombie.

She goes down without much of a fight and is swiftly wrapped up in a black plastic cocoon by her attackers. As they lift her to be carried into the van, the man standing guard sees you. He aims his weapon at you and, from the way the others turn to look at you, you can assume he’s warned them about you. The two moonsuits carrying your zombie double-time it to the step van as the third scrambles backwards trying to keep up with them and cover you at the same time.

Three herd with armor and weapons are in the process of kidnapping one of the Nerve Rot zombies. The two questions the Player Characters should be asking themselves are: “Are we going to allow this?” and “Do you feel lucky, jack?”

The men in moonsuits are a Project Prometheus capture team (see Appendix VII: Project Prometheus for more details). If any of the observing Kin try to stop this course of action, they will discover that the men in moonsuits are determined and heavily armed. If the

Smoke on the Water

moonsuits are hard pressed and it looks as if they might lose the engagement, the antipersonnel explosive devices strip mounted on the outside of the vehicle will be set off. The driver and the team leader in the van will pick up the pieces when the smoke clears. A backup capture team will arrive in 1-5 (1d10+2) minutes.

If the situation does not become that extreme and the capture team can get their quarry into the van, they will take whatever measures are necessary to prevent their being followed, including leading the followers into an ambush provided by the backup team. If the Player Characters can follow the capture team back to their base, the Hematech production facility on Long Island, they will be in the middle of three full teams. All will be aware of the Kin's presence and prepared for action. This is a good way for the Player Characters to investigate the Prometheus Project's research from the inside out, but it is not recommended for the characters' long-term health.

3 Moonsuits

Race: Human

STR: 25

PER: 24

DEX: 23

ATT: 12

FIT: 20

LUCK: 40

INT: 15

HTH: 5

WILL: 20

SP: 60

Max Humanity: 50

Combat Skills: Automatic Rifle (30):

Atchisson Shotgun: Damage 10 to Kin vulnerable to wood, flint, cold-wrought iron, or silver, ignore Armor Edge Score (20 Damage otherwise). Martial Arts, Hard (30): Damage, 10. Pistol (30): Damage 8 and 15, as for shotgun above.

Special: Armor Score of 10 points

WHO'S RESPONSIBLE?

Back at *IN THE MUSICAL VEIN*, if any of the Children of Lillith are captured alive, it will be discovered that Emile was the one that let slip the information about the secret Nerve Rot ward. If questioned, Emile will categorically deny that, of course.

Vesalius will believe Emile, and take no action against him at this time. If the PCs wish to "question" Emile on their own, he will break under the threat of violence or under the effects of Sodium Pentothal. Following Emile around, or other suspicious actions on the part of the PCs,

has a 30% chance of making Emile nervous enough to flee.

COUNSELS OF WAR



Golgotha strode into the remains of the club, stepping around the debris and the cleaners and trailing his entourage behind him. The Vein was closed, but the head of the Commune wasn't here for a drink. He and his friends went straight back to the bar in the back room where Vesalius was waiting for them.

The fire's marks were obvious here, a little water damage, a great deal of smoke damage. Vesalius had pulled the skin bags out of their closets behind the bar and was ministering to them. Skin bags have lungs, too, and smoke does them no good.

The dark man in the dark suit looked at the once-human things and then turned green. He looked close to retching. The second member of the group, a chubby, little guy that could have been the first man's twin brother, leaned over to the man and whispered: "Hold on, Petrio, this is not as important as our mission."

Yngvar, still upset at what had happened to his club last night, pushed himself into the conversation. "And what do you think you are here for, herd?" he snarled.

Golgotha put a restraining hand on the Hafgryr's shoulder. Golgotha was the only creature in the room that didn't have to reach up to do that.

"This is Petrio DuBuccio, Deputy Director of Target Alpha around here," Golgotha said. "He's here under my personal protection."

"ALPHA!" Yngvar screamed. He raised a fist to smash the human down through the floor. Golgotha grabbed Yngvar's wrist and twisted it cruelly behind his back. With another twist, he brought Yngvar to his knees.

"I said he is under my protection," Golgotha hissed. "Now, listen to him."

"I'm here to find out what the hell has been going on in my city the last few months," DuBuccio said calmly. "I can make it harder on you than it was last night, or we can take the soft option."

"Which will it be?"

After the incident at *IN THE MUSICAL VEIN*, Golgotha can no longer take a passive view of the current situation. With Petrio DuBuccio, the head of Target Alpha in New York City, he has come to Vesalius to get some answers. Maybe with some definite information, the period of panic for The Kin can be ended.

DuBuccio has come along because he has no idea who the players are, or even the name of the game.

"I don't know what the Hell is going on here," says DuBuccio, "but I do know it's got to stop. My people are out there taking the heat for these attacks. I've got Kin working for me, and some of them want out. They don't want to be linked to the men in the moonsuits, and there isn't a long line of your kind standing up to replace them."

"The worst of it is that our losses from unprovoked attacks from The Kin are going up almost as fast as your losses."

"So nobody's winning this fight," Golgotha says.

"Right. Either I've got some of my people who've gone rogue—which is doubtful—or there is someone imitating Alpha weapons and tactics."

"Will you help us beat these imitators?" Golgotha asks.

DuBuccio rubs his face and sighs.

"I'll help you find out who's doing this," he says. "I want to find out who's doing this to us. But I'll be damned if I'll tell you how to beat my operatives' defenses."

GATHERING THE WITNESSES

Golgotha has also brought Bill Folletti, a Weryl, hopefully to use his Telepathy Edge to get to the bottom of the situation. Golgotha and Vesalius bring together Folletti, DuBuccio, and any of the Player Characters who saw the capture in one of the private rooms.

Emile will be asked to join the meeting as soon as it's convenient. **There is an 80% chance that Emile will recognize the Weryl as a telepath and duck out before he is questioned, unless a PC stops him.** The human will be obviously nervous, but his thoughts will not reveal the cause of his nervousness. With the events of the last few days, there are more than enough legitimate reasons for nervousness.

If the PCs do not voice any suspicions, neither Golgotha nor Vesalius will keep Emile from going about his business. Once out of sight, Emile will slip out the back door. His next destination is his apartment in the Village to pack up his belongings and destroy his records. After that, he will be out of town in minutes.

QUESTIONS, BUT FEW ANSWERS

Meanwhile, in the meeting, the Player Characters and the leaders of The Kin and Target are comparing notes. First, the Player Characters will be closely questioned about the moonsuits.

DuBuccio will probe on points of equipment and tactics. While trying not to reveal Target secrets, he will admit that the moonsuits closely resemble a prototype armor suit developed by Alpha. The weapons and tactics, however, are far more brutal than Target intention. After all, Target Alpha has several ENOs (ExtraNatural Operatives) and they don't want to offend them with these kinds of unprovoked attacks.

DuBuccio will not be forthcoming on possible ways to overcome weapons or defenses of the moonsuits. He certainly won't volunteer information on the GPST tracking devices, or possible frequencies to monitor.

WHAT'S BEEN ON THE GRAPEVINE?

The conference will at this point move on to trying to figure out what has been happening the last six months to cause these problems for The Kin. Golgotha will address the Player Characters:

“Don’t leave,” Golgotha says, “you seem to know as much as anyone else involved.”

“Which is either too much, or nothing at all, or both,” says Vesalius. “Now we need to cull through everything we know to find out what is true. What have you all heard on the grapevine lately.”

The Player Characters get a chance to relate all the gossip they have been gathering with no competition since neither Christiaan or Toast has been invited to sit in on this meeting. Golgotha and DuBuccio listen and periodically confirm stories they have heard themselves or offer up contradictory information. DuBuccio will deny any rumor about Target Alpha being involved, and Golgotha will scoff at the more ridiculous of the rumors. Folletti will reveal characters’ thoughts only if one of the speakers is being obviously untruthful or highly distressed. After a short period of useless gossipmongering, DuBuccio speaks up.

IF EMILE HAS FLED

Only read the following if Emile managed to escape questioning.

“Everything we hear keeps pointing to this trouble starting up six months ago,” DuBuccio says, just short of shouting from the frustration. “What the Hell happened then?”

“I don’t know,” says Vesalius. “That’s about the time I started seriously preparing to open this club. I just hired Emile two weeks before that.”

“A lot of The Kin that are disappearing have stopped by this club at on time or another,” says Golgotha. “Where is Emile? I’d like to ask him a few questions.”

You look around and realize that he’s not there in the back room.

At this point, select one of the Player Characters, either by rolling dice or making an arbitrary decision. This PC will be the one that Vesalius addresses. You may select two or more if you desire.

Vesalius points at you and says: “Go up front, please, and see if you can find Emile.”

You look for him and he’s nowhere in the back half of the club. He’s not in his office, or the storeroom either.

When you check the front, you notice that the cash register behind the bar is open and the till is empty.

The PCs must decide whether they want to tell Golgotha and DuBuccio about this or wait and give Vesalius the details later.

IF EMILE COULD NOT FLEE

Read the following section only if Emile was not allowed to flee.

“Everything we hear keeps pointing to this trouble starting up six months ago,” DuBuccio says, just short of shouting from the frustration. “What the Hell happened then?”

“I don’t know,” says Vesalius. “That’s about the time I started seriously preparing to open this club. I just hired Emile two weeks before that.”

All eyes turn to Emile, who is sitting in one corner, wearing his customary grimace of distaste. Bill Folletti speaks up:

“He is quite nervous Petrio.”

Emile will claim that he has just cause for nervousness. After all, the club he manages was the target of a fire bomb attack, and to boot, he has a bunch of Kin eying him in an unfriendly fashion.

The PCs may ask Emile questions or accuse him of wrongdoing at this point. Emile will deny having anything to do with the fire, the disappearances, or the men in moonsuits. If the Player Characters are nervous about asking Emile questions, Vesalius will assure them that nothing they say in this room will affect their employment.

Bill Folletti will be unable to determine exactly what Emile is thinking (this is not strange, Telepathy is a rather spotty art).

Emile will be dismissed after it becomes apparent that he will volunteer no information. Vesalius will ask the PCs to keep an eye on him.

EMILE’S ESCAPE

Emile will probably try to leave town in the next few days. There is a 50% chance that he will attempt to run the morning after the conference. This chance increases by 10% every day

thereafter. He will try to leave during the day, to discourage pursuit by The Kin.

THE HEAT IS ON

The band was rehearsing the night after the fire, taking advantage of the club's closing. They didn't seem to be getting much work done. Augustine picked halfheartedly at his guitar, with Paco keeping pace mechanically. Only King Cobalt was playing with his usual abandon, and he was perhaps a bit too abandoned, too angry. It was five AM and Lucrezia had yet to return from her nightly hunt in Central Park.

"You know," said Paco, "about now, I'd say that things can't get any worse. But every time I say that someone finds a way to prove me wrong."

"So what do you think it will be this time?" asked Augustine.

They found out just before dawn, when Vesalius returned from the park with Lucrezia's purse and books.

The club is closed the night after Golgotha's visit. Much of the activity is repair of fire damage and restoring the bar's normal operations. The band is supposed to be rehearsing, or assisting Southern Comfrey and Vesalius in the ward. If Emile is still around, he will be particularly abrasive.

Lucrezia B. does not return from her trolling for herd "lifestyle volunteers" that night and is assumed to be the latest of the many Kin to disappear. If any of the PCs were assisting her with the trolling operation, they will be eyewitnesses to the capture.

The PCs may take action at any time during the capture, but will not be able to reach Lucrezia and her attackers before they knock her out with shotgun blasts.

Once again you find yourself in the shrubbery of Central Park practicing the ancient ninja meditation: "I am a bush, I am a bush. You can't see me, because I am a bush." You are a bush watching Lucrezia trolling for "volunteers."

Lucrezia strolls through the park, an open book in her hands, trying to look lost and intellectual. As she passes another woman who is sitting on a park bench, they both look up at each other. There is some spark of recognition in the

stranger's eyes and she gets up to follow Lucrezia.

She says something to Lucrezia, but you can't hear what it is. Lucrezia shakes her head and starts to back away. Before she is out of range, the stranger reaches into her purse and sprays her in the face with some aerosol spray.

Lucrezia drops like a sack of potatoes. She's bleeding from her pores and shaking like a junkie in need of a fix. This doesn't stop her from trying to grab the woman that did this to her; she's always been too aggressive for her own good. The stranger's protectors appear from the bushes on the other side of the walkway. They're more men in moonsuits. Before Lucrezia can tear the other woman's throat out, they empty three or four rounds of their shotguns into her. Lucrezia goes down and stays down.

The PC or PCs will probably be moving forward to help Lucrezia at this time, but may opt to continue hiding, or even to run away. If they run away, then they can avoid the next actions of the moonsuits and get news of the capture to Vesalius quickly (if they want to admit they let Lucrezia be captured without trying to help).

Then the moonsuits see you. Evidently more than one Kin at a time is too much for them. They lob a couple of grenades in your direction and all of a sudden you're surrounded by smoke. Now you know firsthand what they used on Lucrezia to get such a strong reaction from her. It's LSD.

You go on the worst "bad trip" in recorded history, a series of twisted images and sensations laced with heavy metal polka music and rabid baby seals. When you come out of it, just before dawn, you find you're still in the park. The only sign of Lucrezia is her books and purse, and what seems to be gallons of blood on the sidewalk.

If the PCs are not eyewitnesses to the capture, they will be informed by Vesalius. When Lucrezia is several hours late, he will go out looking for her himself. He will find the same traces of her as an eyewitness, but he will have no proof of who is responsible. After the talk with Golgotha and DuBuccio he will have some definite ideas.

Vesalius asks the band to find her, if they haven't already decided to rush off and do it

themselves. Certain NPCs are willing to help, if the PCs will ask. Yngvar and Toast will volunteer to help free their friend. Nick Smith will offer his services, at a fee of \$50,000. If the PCs are convinced they need him, and they can convince Vesalius of that, Vesalius will foot the bill.

FINDING THE MOONSUITS

There are several ways of tracking down the men in moonsuits.

Tracing the step van they drive to Hematech with a computer or Data Haunt is possible. It is especially easy if the cover is a city vehicle such as SWAT or the Sewer Service with private license plates.

Once suspicion has been cast on Emile, a clever character might choose to trace Emile's phone calls. Several times Emile had called Hematech just before a Kin disappeared under mysterious circumstances. Once the number is

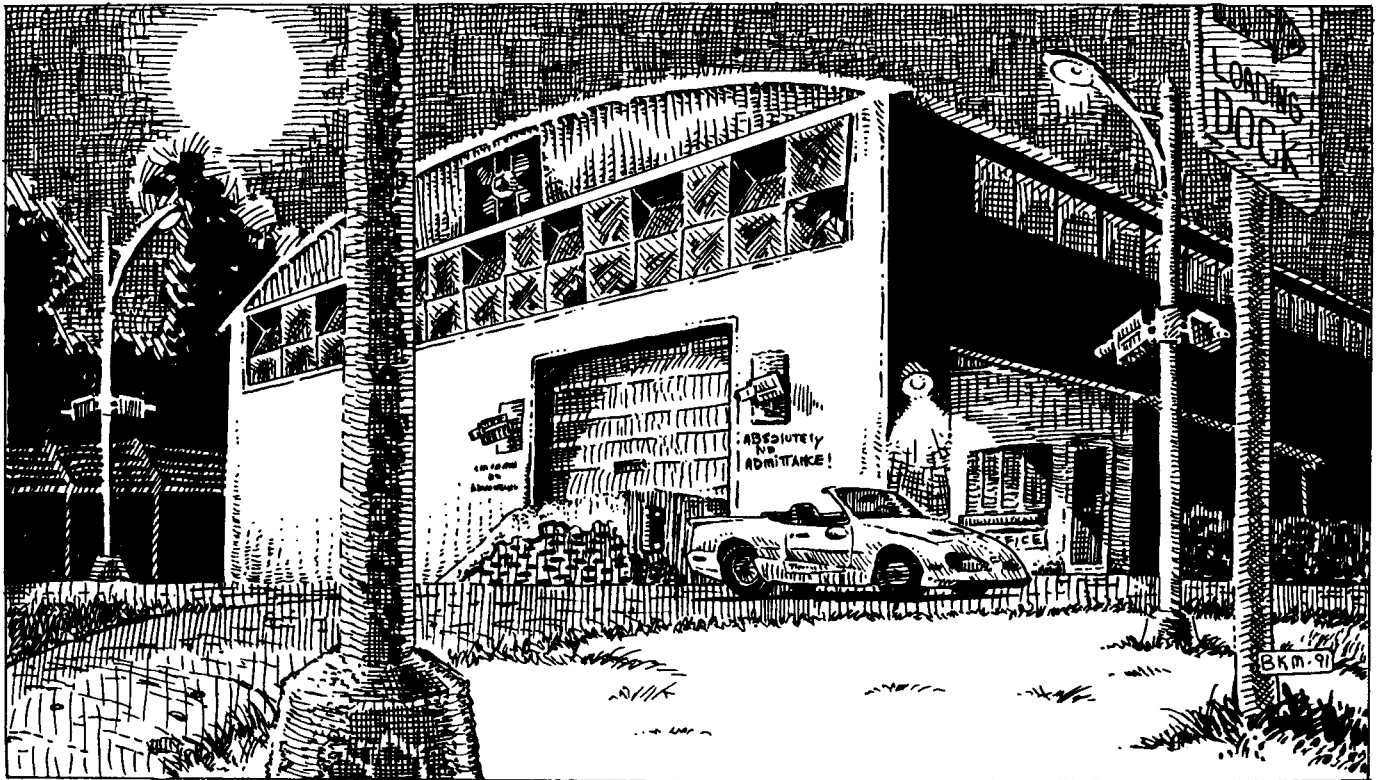
known it can be traced to an address, namely the Hematech Long Island facility.

A captured Project Prometheus Operative can be forced to give up information if persuaded with the right Edge, Spell, or drug. It is, however, highly unlikely that an operative will be captured alive.

If a moonsuit is acquired, the GPST tracking device incorporated into the moonsuits can be used to find tracking frequencies. This requires a Computer Operation Skill Roll at +30. This is definitely not a piece of information the DuBuccio will reveal.

Once the Hematech installation is found to be the home of the men in the moonsuits, its computers can be breached by someone competent in Computer Programming. No direct data on Project Prometheus can be found, but the location and layout of the plant is available.

HEMATECH INC.



Hematech Incorporated is a producer of blood, plasma, serums, and other biomedical products. Each year they do 350 million dollars worth of business. Thousands of humans in North America, Europe, and Asia depend on Hematech products for their lives.

Their most successful development is the Organic Sustenance Vessel (OSV), called a "skin bag" by The Kin: Truncated, living human bodies used to culture viruses, produce and store blood, and synthesize other Hematech products. They are rigged with serving taps in Kin bars. OSVs are created from human bodies intended to be disconnected from life support and donated to medical science. Some "donors" are kidnapped alive and well and brought to the Long Island facility to be "pithed and stumped." The existence of OSVs is a secret kept from the general public. Their origins and processing are even more secret. No one would be pleased to find out that brain dead Uncle Fred is hanging in a warehouse instead of aiding medical science in Gross Anatomy class.

Hematech operates as a front for Project Prometheus, an NSC operation, seeking to find the biochemical basis for The Kin's Edges.

Concurrently, Project Prometheus is attempting to culture Nerve Rot (*Mycobacterium vryko-*

laci, an acid-fast bacillus) and test its effectiveness as a biowarfare agent against The Kin.

In return for these services, Hematech is allowed to work in the highly profitable, and by now illegal, field of fetal tissue therapy. This therapy, used for such diseases as diabetes and Alzheimer's, involves the insertion of live tissue from embryos into the affected organs. Many powerful people in the government are afflicted by these diseases, or have relatives so affected, and they are not going to allow the issue of legality to come between them and a cure. Until the development of the OSV, this tissue was available only from small human donors.

BUILDING GROUNDS

Looking in on the Hematech building from the outside of the fence, it doesn't look much different from any other industrial buildings. You see a corrugated steel building the length of a football field and two or three stories tall with a one-story wing attached. It could be a paint factory or something even more innocuous. The security measures, however, tell you something important is going on here. There's razor tape on top of the fence, guard dogs loose on the

grounds, and surveillance cameras mounted all around the complex.

The driveway winds around to the back of the building. A sign indicates that the loading dock is located there. There are two parking lots, one marked "Employees Only," and the other marked "Visitors." The Visitors Parking Lot is located in front of the one-story wing that is marked "Office."

The only cover that you see are some bushes beside the building, at least 20 feet from any of the entrances.

If the PCs are scouting the grounds during the day, the Employee Lot will be near full. If they are scouting after midnight, there will be at least six cars in the lot, and possibly more, depending on how many capture teams are out. The six cars belong to the four guards and the reserve capture team. Each additional team on duty will increase the number of cars by 2-5.

From the outside, the Long Island facility looks like a standard industrial building made of prefab aluminum, roughly 300 feet long by 100 feet wide. Closed circuit TV cameras are mounted prominently on the outside of the building to monitor the parking lots and entrances. Kin without the Photogenics Edge, or those who choose not to activate it, can pass these with impunity. The grounds are surrounded by eight foot high chain link fencing topped with strands of concertina barbed tape.

GUARD DOGS

The fence keeps in the guard dogs, who cannot be passed with impunity. The dogs are well fed before being released for patrol; throwing them steaks as bribes won't work. Roll against their PER for every BT that the PCs spend on the grounds. A successful roll means that a dog has spotted or scented them.

Six Guard Dogs

SP: 15

PER: 5/30 smell

Combat Skill: 50

Damage Potential: 8 (Bite)

Please note that Kin won't show up on the remote cameras, but dogs do. Killing a dog in front of a camera will alert Security 10% of the time. Every BT a dog's body is left in camera view, the chance of detection increases by 10%.

GUARDS

There are usually four guards on duty in the facility at night. If Hematech is expecting trouble (if one of their capture teams is missing) then the number of guards will be doubled to eight.

Guards

Race: Human

STR: 10

DEX: 10

FIT: 11

INT: 10

WILL: 10

PER: 13

ATT: 10

LUCK: 9

HTH: 2

SP: 20

Combat Skills: Pistol (60), Club (30)

Damage Potential:

Pistol: 15 (8 against Kin vulnerable to silver, wood, cold iron, or flint, ignores Armor Edge)

Police Baton: 10

Flashlight: 5

Equipment: 9 mm pistol (13 round magazine, Combination Rounds), personal radio, police flashlight, Mace, handcuffs, police baton

Description: 25% asleep, 4% alcoholic.
Has a gun and alarm system keys.

There will always be at least one person at the security desk. Additional guards will be either on patrol in the production building, or in the break room on the loading dock.

If an alert is sounded, any Prometheus Project capture teams on-site will respond to assist the guards.

Moonsuits

Race: Human

STR: 25

DEX: 23

FIT: 20

INT: 15

WILL: 20

PER: 24

ATT: 12

LUCK: 40

HTH: 5

SP: 60

Max Humanity: 50

Combat Skills: Automatic Rifle (30), Atchisson Shotgun: Damage 10 to Kin vulnerable to wood, flint, cold-wrought iron, or silver, ignore Armor Edge Score (20 Damage otherwise). Martial Arts, Hard (30): Damage, 10. Pistol (30): Damage 8 and 15, as for shotgun above.

Special: Armor Score of 10 points

The chance of encountering a guard is 20% every time the characters enter a new area. This chance rises by 10% for every area that was entered without encountering a guard. Of course, if the characters dispose of all the guards, this will not be a problem.

OFFICES

The company offices are in the single story building connected to the production facilities. A simple security system, magnetic contacts and conductive window tapes, protect the windows and doors.

The control panel for the security system is just inside the main door. If a Kin can circumvent the doors by Mistform, Incorporeality, or Travel, the system can be disarmed with the proper code sequence. All a character has to do is find someone who knows, and will give them, the code sequence. The code is "NN81SY11754" and is known to all office employees and the security staff. Opening the panel and disconnecting the system will set off a signal at the security desk.

To disarm the system without the code, a character must make a successful roll against Electronics, and then a successful roll against LUCK to avoid alerting security. A LUCK Roll to avoid detection is still necessary if the original Electronics roll fails. A successful Security Systems Roll will shut down the system without alerting Security, no LUCK Roll required.

1. LOBBY

Once inside, you find yourself in the lobby. There is a display of Hematech's products in a tall glass case. Beside the case is a sign. It reads:

**HEMATECH
INCORPORATED**

A producer of blood products, serums, and drugs for ten years. Our genetically engineered products are sold in forty-two countries worldwide, with gross sales of three hundred and fifty million dollars in 1997.

It adds a whole new meaning to the term "blood money."

On the receptionist's desk is a sign that reads: "Employees only beyond this point." There's a surveillance camera mounted on the ceiling to make sure you follow those orders. The other furnishings are exactly what you'd expect to find in the lobby of a multimillion dollar pharmaceutical company: genuine wood panelling, leather chairs, house plants that haven't died.

The lobby is well-appointed, as would be fitting for a multimillion dollar manufacturing firm. A surveillance camera maintains a constant sweep of the whole lobby area. The waiting area has many industrial journals laid out for visitors to read. There is much information available there, none of it useful to the characters.

The display case has one example of every pharmaceutical product Hematech manufactures. The samples in the case are all mockups, with no actual drugs in the containers.

2. PRESIDENT'S OFFICE

The sign on the first door off the lobby reads: **Johnathon Miller, President.**

If the characters enter the office, read the following:

This office is just as well furnished as the lobby. From the look of the stereo, the TV, and the Executive Dart Board, you would guess just as much real work is done here.

The desk looks bigger than some of the dance floors you've seen. One swivel chair sits behind it, and two leather padded chairs face it. The desk has the usual appointments: a pen stand containing two gold plated pens monogrammed JM, intercom and three line telephone, note pad, rectangular plastic paper weight with imbedded design, desk pad, family picture, and a personal computer.

Close examination of the paper weight will reveal what appears to be a round red crystal near its center. It is difficult to see any details because the plastic is clouded by small particles of sand. Characters sensitive to it will recognize the sand as ground flint.

A search of the desk drawers will reveal a bottle of Kentucky bourbon and several issues of Field and Stream. If a Player Character is alert

enough to look underneath the desk drawer, a card with the computer passwords written on it will be found. Mr. Miller is absent-minded.

The personal computer is a Daedalus II, connected to the Daedalus I mainframe in the research facilities. If the characters attempt to break into the system here, see the Computer Room section. First through third security levels may be accessed from this terminal.

3. SECURITY DESK

The Security Desk is just down the hall from the President's office.

If Hematech did not issue an alert, a character listening at the door will hear an occasional squeaking noise (the wheels on the swivel chair in the office need oiling). A character with Sense Acuity that makes their Edge Roll will be able to hear the hum of electronic devices, the breathing of one human, and the sound of paper being rustled.

If Hematech is operating under an alert, a character with Sense Acuity will hear two distinct voices in addition to the squeaking noise.

If the PCs choose to enter, the door is unlocked.

As you enter you see a map of the facility mounted on the far wall. This map is marked with red, amber, and green indicator lights. In front of the map is the Security desk, which houses a dozen TV monitors and a radio mike mounted on a gooseneck. There is a guard sitting at the desk, his back to you.

There is an alarm button mounted in the floor, easily reached by a person sitting at the security desk. If the person is sitting with his feet on the desk, however, reading the latest issue of *Soldier of Fortune* (if there is no alert), hitting the button would be far less than automatic (20% chance on the first try).

If the PCs entered while successfully using Stealth, the guard will not immediately notice them. If Stealth failed or was not used, the guard will notice immediately. Make a Surprise Roll for the guard. If he fails, a character will be able to attack him before he has time to do anything. In any case, a character can cover the distance from the door and physically attack the guard in the same BT.

The TV monitors allow a person seated at the desk to see all areas inside and outside the build-

ing. The security officer will actually be looking at them 10% of the time, unless there is an alert. During an alert, the guard will notice something on the monitors 80% of the time.

The map of the facility shows both upper and lower levels. Indicators on this map show the locations of motion sensors, pressure sensors, and infrared beams, all of which a Kin will set off. Careful study of this map will be good for a -50 on rolls against Security Systems, Surveillance or Criminal Business (Burglary) Skills to circumvent these systems.

If the guard on duty manages to sound an alert, other guards in the facility will try to call in before coming to the Security Desk. Any Prometheus Project capture teams on-site will also respond to assist.

Guard

Race: Human

STR: 10

DEX: 10

FIT: 11

INT: 10

WILL: 10

PER: 13

ATT: 10

LUCK: 9

HTH: 2

SP: 20

Combat Skills: Pistol (60), Club (30)

Damage Potential:

Pistol: 15 (8 against Kin vulnerable to silver, wood, cold iron, or flint, ignores Armor Edge)

Police Baton: 10

Flashlight: 5

Equipment: 9 mm pistol (13 round magazine, Combination Rounds), personal radio, police flashlight, Mace, handcuffs, police baton. Plain red master key card to all doors is in his right hip pocket.

4. STAFF OFFICES

The remainder of the building is the low-rent district of the office complex, where all the work is done and the furniture is replaced less frequently. There are eight rooms with simple locks and hollow core doors to protect them.

There are some interesting personal effects in these offices, such as family pictures, a mug that reads "World's Greatest Plasmid Wrangler," and a tiny banner for the Croatian Separatist Front. Besides the personal effects, every office has a telephone, a Dad II personal computer (linked to the mainframe), and assorted memos and papers detailing day to day business. The personnel office also contains hardcopy records of all the employees in the file cabinet.

PRODUCTION FACILITIES

You come to the Production portion of the building, separated from the offices by an airtight door. White smocks and hard hats hang on the wall beside the door. A sign reads: "Pharmaceutical Bacterial Culture Tanks. Clean Area. Smocks and Hard Hats required." You can ignore this if you choose. After all, you are breaking and entering.

The first area beyond the offices is the Culture Tanks.

5. CULTURE TANKS

Once inside this area, you see several stainless steel tanks. They are roughly thirty feet high and perhaps forty feet across. They look as if they belong in a brewery. At the base of the nearest tank, you see a computer monitor, a touch sensor type. It gives the contents of the tank as *E. coli* bacteria genetically altered to make human insulin. Temperature, volume, and nutrient level are also indicated.

A red illuminated button is beside the monitor. It is protected from accident by a glass door. The button is marked "Emergency Tank Dump," and you can see the emergency dumping port beside you.

The first part of the production building houses the "coolie tanks." This part of the building is thirty feet high with catwalks in the upper reaches of the ceilings. There are two dozen stainless steel tanks twenty feet high that look like fermentation vats.

The monitors on the tanks track temperature, volume, and nutrient levels in the tanks along with the materials being produced. This can be Interferon, human insulin, Interleukin-2, blood plasma, or streptokinase.

Small sampling ports for quality control are on the upper surface of each tank. Pumping equipment and pipes leading to the loading docks are at the base of each tank.

There is a drainage port on the base of each tank, with a large floor drain located nearby. The automated controls for both the drainage ports and the floor drains are located at the foreman's office, with overrides at the security station. The

drainage ports can also be opened manually to flood the production room. Each tank holds enough fluid to fill the room to a depth of six inches (but only if the floor drain is closed). If all the tanks are drained, the resulting biochemical soup will be ten feet deep. The contents of one tank will drain in fifteen minutes.

Of the materials produced in the coolie tanks, only streptokinase and insulin offer more of a threat than the possibility of drowning. Streptokinase is a protein produced by strep bacteria used medically to digest blockages in diseased circulatory systems. Exposure to this fluid will cause tissue breakdown within a short period of time, equivalent to 5 SP/BT starting one minute after exposure. Eyes and the mucous membranes of the mouth and nose are most quickly affected.

Insulin, if accidentally swallowed, can cause metabolic shock. Roll against FIT to avoid this if suddenly immersed. A failed roll will inflict 4d10 damage over the course of the next hour.

6. OSV STORAGE

There is another airtight door at the far end of the Culture Tank room. The sign on this one reads: "Organic Sustenance Vessel Storage. Ultraviolet Light Hazard. Eye Protection Required." A box of protective glasses hangs on the wall next to the door.

If the characters choose to enter, read the following:

When you open the door, warm moist air billows out. The air smells like a cross between a locker room and a hospital ward. It's the smell of too many bodies jammed together for too long.

The sight that greets your eyes as you step through the door is like something from an Oriental painting of Hell. There seem to be hundreds of skin bags hanging from the ceiling by the eyebolts in their arm stumps. They are hung in vertical columns three deep, so the entire space from floor to ceiling is filled with the wheezing, pear-shaped bodies. The soft sound of their labored breathing sounds like hundreds of asthmatics all fighting for breath at the same time. The lighting alternates between deep red and ultraviolet, increasing the surreal effect.

The next part of the building houses the OSVs, or skin bags. This room is environmentally sealed and maintained at the proper temperature and humidity. Skin bags are, after all, naked humans.

Hundreds of once-human bodies hang from the ceilings in rows. The lighting alternates between hellish-looking infrared for warming to glaring ultraviolet to sterilize. All characters should make a Fear Roll in such a disorienting environment.

CLOSER EXAMINATION

Closer examination should frighten the characters even more.

The arms below the biceps are missing. Eyebolts extend from the stumps where the elbows should be. Each skin bag is suspended from the eyebolts and a halo rig anchored to the bones of the pelvis. The chest constantly moves as the bag breathes. The hole where the neck used to be opens and closes to the rhythm of that breathing. The skin of

the neck, wrapped around the upper spine and the life support portions of the brain left intact, is tucked into the chest like the neck of a turkey prepared at a butcher's shop. Various hoses and wire harnesses exit the body at different points and then follow the support wires up into the catwalks. The company name "**HEMATECH**," and a bar code are tattooed on each skin bag.

IDENTIFYING SKIN BAGS

A bar code reader will reveal the OSV's serial number, its origin (who it was when alive), and the material it is producing. These are:

- 01-20 blood
- 21-30 bone marrow
- 31-60 blood serums and antibodies (disease of CP's choice)
- 61-69 Nerve Rot (Kin bags only)
- 71-90 donor organs (CP's choice)
- 91-00 fetal tissue



TRANSPORT OF SKIN BAGS

If anyone asks for more detail on the layout of the OSV Storage Area, read the following:

The OSVs are hung from the ceiling in rows three deep. The bottom row is accessible from the floor. The top row is on the same level as the catwalks in

the rafters. A second set of catwalks fifteen feet from the floor serve the middle row. A transport crane runs on tracks between the attachment points for the OSVs.

The transport crane's winches allow it to move to any height from thirty feet above the floor to twelve feet below it to reach the lower levels (see Delivery Shaft). Two normal sized humans can ride on the platform above it. The platform is equipped with safety rails and connections for safety tethers. The crane has a portable life support unit that can maintain an OSV for two hours on battery power.

In transferring an OSV from this portion of the building to the loading dock or research facility, the crane is moved to a position adjacent to the body and an altitude of half a yard above the body. An operator standing on the ladder on the outside of the crane connects the crane's support cables.

Next, the life support hoses and wires are disconnected at the body and the life support lines from the crane are quickly attached. The ceiling supports are disconnected as the last operation, and the OSV is slowly lowered by hand to a position directly beneath the crane, the operator being careful not to allow the body to start swinging.

Once the OSV is in position, the crane can ride the tracks anywhere in the upper building and lower it down the delivery shaft to the research facility in the basement level. Rescuing a compatriot that has been turned into a skin bag can be quite a chore. A complete instruction manual for this process can be found in the Foreman's Office.

KIN BAGS

Aura Sight of the OSVs will show some to be definitely ExtraNatural. Vampire skin bags are staked to keep them inactive in this state of near life. Other Kin have a cage of silver or flint around what is left of their brains to prevent the remainder from reconstituting. If these fail-safe devices are removed, The Kin will heal themselves just as if they had been killed without suffering the True Death.

FINDING LUCREZIA B.

Any serious search of the Kin bag area will find what remains of Lucrezia B. Looking very much like any other female skin bag, there will be a finely milled wooden stake piercing the

easily identifiable heart tattoo between her breasts.

If a character uses a bar code reader on Lucrezia B., they will find the following information:

Name: VPR328

Procured: Capture 132

Use: Fetal tissue experimentation

Notes: Sacrifice OSV and harvest internal organs 96 hours after beginning of fetal tissue injections.

The reader also informs you that the fetal tissue injections began yesterday.

7. THE DELIVERY SHAFT

A 10' x 20' section of the floor is a delivery lift with a control pylon in one corner. The lift is surrounded by a removable waist high guard rail. Two electric carts with the Hematech company name stencilled on them are parked nearby. 90% of the time, the lift is locked at floor level. The remaining time, the shaft is open, dropping twenty feet to the research level.

8. THE LOADING DOCK

This is the transport center for Hematech, where everything coming or going must pass.

Packing cases of supplies are stacked on pallets and forklifts, and wrapping machinery sits ready beside them. A serpent's nest of pipes and valves squirms out of one wall. From the labels, you can tell that these are pipes that run directly out of the Culture Tanks.

The loading dock area is divided into two parts by a large concrete wall.

The first part is used by all non-Hematech trucks making routine deliveries. There are two truck bays on this side. Hematech delivery trucks making deliveries of biomedical products are loaded here also. An intricate array of pipes and hose fittings allows fluid to be transported from the Pharmaceutical Culture tanks and then be pumped directly into tanker trucks. A good deal of damage and confusion can be effected by connecting the hoses and opening the valves. The risks to life and limb are the same as if opening up the drainage ports on the bottom of the culture tanks.

The other part of the loading dock is reserved for the Hematech capture vans. Five loading bays are equipped to handle deliveries of captives and "research volunteers" and the loading of OSVs for shipment to customers.

One bay is specially equipped for truck maintenance and complete vehicle painting. The stencils for various companies and organizations are stacked against the far wall. These stencils include:

Krispy Krunchy Kreme Doughnuts
The Post
Tasty Good Humor Cone Company
NYPD SWAT
The New Mime Troupe
Manna From Heaven Bakery
Con Ed
New York Sewer Authority

9. THE FOREMAN'S OFFICE

This office looks the same as any foreman's office on any dock in New York. The furniture is battered, consisting of a desk covered with papers, an old swivel chair, and three molded chairs. Cheesy pinups and photocopied cartoons are thumb-tacked to the walls, intermixed with memos, notices, and assignment lists.

There is a window looking out on the loading dock, beneath it is a control console, covered with buttons, switches, and indicator lights.

There is a recharging rack holding twenty bar code readers. A bookcase lined with hand-labelled ring binders is behind the desk.

There is a bottle of moderately priced whiskey and a loaded 9 mm pistol in the locked center drawer of the desk (13 Anti-Kin Combination Rounds).

MANUALS

Manuals and process books for all loading and transport operations are in the bookcase behind the desk. A person with Administration as a Skill can easily find how anything works in the loading dock in just a few minutes. Characters without Administration will have to search the manuals longer (twenty minutes or so), and may have to make a successful LUCK Roll to find anything but general information.

BAR CODE READERS

The bar code readers are easy to use. Just turn on the power and run the reader across the bar code. Information appears on the screen on the back of the reader. A scrolling button allows the operator to scan all information in memory.

PUMPING CONTROL CONSOLE

The console under the window controls the pumps and valves from the coolie tanks to the loading dock. There are twenty columns of a switch, a button, and a set of indicator lights and readouts.

The control console is designed to be accident proof. A switch has to be thrown to open the line valve for a particular tank. Pumping begins when the button is pushed. The makers assumed that no one would actuate the button without a green light (positive seal contact on the end of the pumping line). A readout gives line pressure and liters per second.

RESEARCH FACILITIES

Here, in the lowest level, you see nothing but white tile, stainless steel, and surveillance cameras. You might even mistake it for a hospital if it wasn't for the key card locks on each door and the ubiquitous security cameras scanning the hallway.

The research facilities are all housed on the underground level of the Hematech facility, an area just as large as the production facility. The site is well-lit, clean, and white, very much like a hospital. Security devices of all descriptions (movement sensors, infrared light beams, pressure sensors) guard this part of the building.

10. EXPERIMENT CHAMBERS

There are ten experiment chambers on this level. Each of these chambers is square shaped, fifteen feet to a side. The walls are stainless steel and the floors are ceramic tile for easy cleanup. Each room has an examination table, also stainless steel, and automated testing equipment of various types. Standard medical monitors are present along with closed circuit TV.

Each chamber has an electronic lock. These can be opened by a magnetic card carried by security guards and authorized research staff. The locks can be breached by a successful Electronics

or Security Systems roll. These doors are proof against physical attack, though carefully applied explosives will work.

11. HOLDING CELLS

There are also fifty holding cells, four feet by eight feet. Constructed the same way as the experimental chambers, the only furniture is a utilitarian, very uncomfortable, cot. Captured Kin are kept in these cells.

If the PCs go from cell to cell, they will find five healthy Kin awaiting experimentation. There are also twenty-two Stage IV Nerve Rot zombies, eighteen sickly human subjects acquired from the Department of Health and Human Services, and five seemingly normal humans.

These last will be confused, not knowing why they are being held or where. There will be a good deal of drugs such as Elavil or Valium in their systems. These humans are the latest group of the normal populace to be inoculated with Nerve Rot and released. There will be the standard 93% chance of infection if any Kin have contact with them.

12. CONTROL CENTER

The underground level is set up in the shape of a wheel with the Research Control Center as its hub. Like the security desk, there is a bank of TV monitors that displays the view from the experimental chambers and the holding cells. All the automated equipment can be operated manually from three special controls here. Hand controls and robotic arms like those used for handling radioactive materials flank standard computer consoles. A fourth console controls the auto-dissector in the morgue. The camera controls can be used to give a complete view of the morgue (except for the walk-in cooler) from the control center.

The research level's environmental controls and Halon fire-fighting systems can also be operated manually from the center. Temperatures can be raised or lowered in the research level five degrees per fifteen minute period. The temperatures can range from -20° F to 185° F.

The Halon system releases a blinding cloud of gas from the ceiling that removes 95% of the oxygen from the room. This will not affect humans if they leave the room immediately, though it will force all PER Rolls to be made at a +50.

13. MICROBIOLOGY LAB

The "micro lab," or "bug central" as it is called by the Prometheus staff, looks like the lab

in any hospital or analyst's in the country. There are refrigerators for storing media and bacteria cultures, incubators for growing the "bugs," and large ovens for heat sterilizing used equipment.

Of course, breakable glassware and potentially dangerous reagents are evident and plentiful. A quick peek in the refrigerator will reveal the only known samples of the genetically altered Nerve Rot organisms, M vr5 through M vr16, the Prometheus Project is researching. Extensive handling of the vials will demonstrate that they are not perfectly airtight. The chance of exposure is 1%.

Destroying these samples will cripple Prometheus' biowarfare research. However, there are very few ways, short of a blast furnace, to destroy the organisms safely. Once one of the sample vials is breached the chance of infection is 100%. These versions of Nerve Rot kill in 1d10 BT, with a roll against FIT to avoid True Death.

14. MORGUE

Another stainless steel room with tile floors. The remains of several of Prometheus's experiments are displayed here. Some parts are preserved in glass jars of formalin, others cast in clear acrylic. A full lycanthrope is displayed in an exploded view, its organs floating above the body cavity in the clear plastic that encases the whole body.

The remains of the human "volunteers" are stored in the walk-in refrigerator. The bodies are hung by meat hooks on rolling tracks and wrapped in heavy duty plastic bags.

In the middle of the morgue is an auto-dissector, a dissection table equipped with multiple robotic arms and video pickups. Potentially hazardous specimens can be autopsied remotely from the control center with the results committed to CDROM video storage.

There is one live specimen in the room, a Fift contained in a glass jar and sealed. No doubt it is happy to have the glass's protection from the steel walls which could be deadly to it.

15. READY ROOM

The ready room has everything necessary for a capture team to prepare for, or unwind from, a mission. Showers, kitchens, and sleeping areas are adjacent to the lounge. The workshop area has complete facilities for repair and recharge of the moonsuits and all weapons. Six complete suits and six each of the Atchisson and Little Mike assault rifles are in storage here. An adjacent storeroom has everything necessary to re-

stock the medical supplies carried on the step vans.

16. UNDERGROUND GARAGE

One of the bays in the loading dock is the lift that can lower one of the step vans down to the research level. Controls for this lift are on both levels and operate only with the proper code number keyed into the control pad. Two doors lead out of the garage. One passes through the decontamination chamber to the experimental chambers and holding cells. The other leads directly to the ready room. All doors and walls are armored against accidental detonation of the claymores.

The garage workshop is equipped to perform all maintenance tasks from recharging batteries and environment systems to complete re-armor-ing and frame realignment.

COMPUTER ROOM AND CDROM LIBRARY



The computer room houses a small computer and several terminals to access it. These terminals are the only ones in the complex that can access fourth level security files.

CONNECTING BY MODEM

Connecting to Hematech computer systems by modem or from one of the office terminals will provide some information, as they are set up to allow researchers or capture teams to work from distant sites. The Daedalus I mainframe can be accessed through a modem with the correct

phone number and a successful Computer Programming roll at +20 to bypass the password logon. This takes thirty minutes, less one minute for every 5 points of Computer Programming Skill. A Data Haunt can do this automatically.

SECURITY LEVELS

Once a character has managed to log on, a second Computer Programming Skill Roll at +20 will breach the first level security block, another logon password. For each higher security level, a similar roll must be made.

It will take fifteen minutes to scan each computer security level and up to an hour to gather any usable information from a level. These times can be reduced by 10% for each 15 points of Computer Operation the searcher possesses.

A copy of selected files on the system can be made in twenty minutes with a successful Computer Operations roll and a blank CD data disk for each file. Selected files can be transferred to disk in just a few minutes.

LEVEL 1

Data available on the first security level includes duty rosters for dock, research, and security personnel. This can indicate when the best time for an assault would be (between midnight and 5 AM when the loading dock and office staff are sure to be home in bed).

LEVEL 2

The company's emergency action plan will be accessible on the computer's second security level, giving a map of the facility and information on data storage and materials stored on-site. Customer listings, product delivery schedules and similar business related information is also on this level.

LEVEL 3

Third level security contains research notes and working programs for Hematech research not involved with Project Prometheus.

Careful searching will reveal several papers by Vesalius published in scientific journals under the name *Vasily Vrkolakich*. These seem to be the basic research that made the OSV possible. Records of royalty payments to Vesalius are in the files along with notes on several conferences with Hematech researchers.

LEVEL 4

The fourth security level can only be accessed directly at the research facility's computer room on the basement level. Some of these secure files are real time video stored on CDROM (Read Only Memory stored on CD laser discs), and cannot be read through standard computer terminals. The file designations available in the index, such as LYC050 and VPR328, are indicative of their contents.

Files at the fourth security level will contain a listing of Hematech personnel working on "special" research. This information indicates that while the study of The Kin and their Edges is going on across the country, Long Island is the only place that the culture of Nerve Rot for biowarfare purposes is being done. All Prometheus Project research records, including information on captured Kin, are at this level.

SELECTED TEXT FILES

Certain files are of special interest to the problem at hand. These files are listed below, and you may choose to read them to your Players, or give them a synopsis. Boldface is not used in this section, as too much of the text needs a decision to read verbatim or not.

PROMETHEUS SUBGROUPS

University of Utah: research grant to private researchers: lycanthrope endocrine pump, Aquarius Plateau, Utah

Hematech Incorporated: biowarfare, basic research, Long Island, New York, New York

Mydrex Systems International: invisibility research, Seattle, Washington

Brute Force Biomedical: solid to gaseous, non-corporeal phase transitions, Cleveland, Ohio

Rensomme Clinic for Beauty and Aging: body alteration, San Marin, California

CAPTURE TEAM RECORDS

A complete breakdown of the occupants of the experimental chambers and holding cells, including warnings on the humans infected with Nerve Rot, is available. The Kin rendered down into skin bags and hanging in OSV Storage are also listed here, including Lucrezia B. Locations in storage and dates of arrival will be given.

NERVE ROT FILES

Records on Prometheus' inoculation program to increase the number of human Nerve Rot carriers are also available. Humans that were found in areas of high Kin activity have been captured, infected with *M. vrykolacis*, and released after their memories have been clouded with drug therapies. This is the reason for the tripling of Nerve Rot cases in the last six months.

Nerve Rot File #1

Nerve Rot, also known as the Pox, is a disease which affects only the ExtraNatural races that call themselves The Kin. It is caused by the bacterium, *Mycobacterium vrykolacis*. The disease attacks the glial sheathing of nerves, slowly destroying their ability to transmit nerve impulses. This causes tingling, numbness, and eventually loss of muscle and reflex control. The outermost extremities are affected first, and the symptoms work their way slowly in towards the central nervous system. As the nerves are destroyed, the tissues around them wither away slowly, and circulatory and glandular systems begin to fail. Patients in the final phases of Nerve Rot suffer systemic deterioration of the Central Nervous System and all bodily extremities.

Nerve Rot File #2

The bacterium, *Mycobacterium vrykolacis*, which causes the disease Nerve Rot is resistant to all known antibiotics. All other therapies, including Interferon, are similarly ineffective. This is because any treatment will kill most of the bacteria and send the remainder into a dormant spore phase. Within a few hours the spores hatch into a new strain of disease totally immune to the latest treatment. Only the ExtraNatural races' own miraculous healing abilities have any effect on the disease.

Nerve Rot File #3

The disease known as Nerve Rot, or the Pox, does not pass easily through primary disease vectors such as direct contact with infected ExtraNaturals, airborne bacteria, or infected clothing or bedding. Humans are carriers of the disease, but they themselves are not affected by it. The complete mechanisms of disease transmission are unknown, but a few points have been ascertained. The bacteria grow in some other environment or organism and then are passed on to humans through unknown mecha-

nisms. If a member of The Kin, as they call themselves, feeds upon or has close physical contact with an infected human the chance of contagion is 93%.

Nerve Rot File #4

Mycobacterium vrykolacis is not the all-consuming terror the ExtraNaturals believe it to be. Certain of these creatures cannot contract Nerve Rot at all. Noncorporeal Ghosts are immune, for there is nothing for the bacterium to contact. The same is true for inorganic Animates. Scarecrows, statues, or mechanicals have no tissues the disease can affect. This will not keep these Kin from being irrationally horrified by the prospect and appearance of a Nerve Rot case in its final stages. They don't know they are immune. The chance of one of The Kin contracting the disease from an infected Kin, however, is less than the chance of encountering a human carrier. That chance is roughly 1 in 1,000,000.

Nerve Rot File #5

M. vrykolacis in its original form is a bad candidate for a ravaging plague or a biowarfare agent. Hematech scientists have discovered that the disease cannot be cultured in the standard media used for human diseases. Human OSVs are only partially usable: 80% sustain the bacteria but do not encourage growth, the remaining 20% do not sustain the organism at all. ExtraNatural OSVs produce sufficient quantities for research when infected but not enough for actual weapons production.

HEMATECH FILES

No data will be available on where Prometheus's headquarters is, or any identification of Project personnel except the code name of its leader, Copellius. There are extensive files on the Congressman that had prior knowledge of, and supported the illegal OSV fetal tissue programs. These files include complete records of the development of the OSV itself and which humans have been transformed. There is even a listing of whose political detractors are now hanging from eyebolts in OSV storage.

Hematech File #1

Hematech Incorporated has been a producer of blood products, serum, and drugs for ten years. Our genetically engineered products are sold in forty-two countries worldwide, with gross sales of three hundred and fifty million

dollars in 1997. Thousands of humans in North America, Europe, and Asia depend on Hematech products for their lives.

Our most successful development is the Organic Sustenance Vessel: the truncated bodies of the clinically dead used to culture viruses, produce and store blood, and other Hematech products. OSVs are created from human bodies intended to be disconnected from life support and donated to medical science.

Hematech File #2

The existence of OSVs is a secret kept from the general public. Their origins and processing are even more secret. Some special "donors" are kidnapped and brought to the Long Island facility to be processed for prolonged storage. These cases involve special medical needs or other important considerations, and were done at the request of certain individuals in return for aid in our continuing medical research.

(A list of individuals follows, covering several names, their amounts of contributions, and their reasons for the request. Some were for a guaranteed supply of a rare blood type or tissue-matched organs. Some "important considerations" are simply political rivals or nuisances. The list of patron's names includes the twelve most powerful men and women on the East Coast.)

Hematech File #3

Hematech operates in close cooperation with Project Prometheus, an NSC research organization, seeking to find the biochemical basis for the unique abilities of the ExtraNatural species.

Concurrently, Project Prometheus is attempting to culture Nerve Rot (*Mycobacterium vrykolacis*, an acid-fast bacillus) and test its effectiveness as a biowarfare agent against ExtraNaturals. This is done only as a safety measure to protect humanity from these other races.

In return for these services, Hematech is allowed to work in the highly profitable field of fetal tissue therapy. This therapy, used for such diseases as diabetes and Alzheimer's, involves the insertion of live tissue from embryos into the affected organs.

CDROM FILES

The CDROM library is a television monitor and keyboard and hundreds of laser discs accessed by an automated system something like an old style jukebox. A file selection is made and a

mechanical arm retrieves the appropriate disc and places it in the reader. The data on the disc is then played on the screen. This special data, once security systems are breached, consists of pictorial records of Project Prometheus experiments on The Kin. Many discs have no image of the experiments' subjects since Kin do not show up on video unless they wish it. Vector graphics provided by the computer from sensor data place glowing stick figures where the Kin should be. The discs can be searched like videotapes, fast forwarding or reversing to points of interest. Each file starts at the file number and ends at the End of File marker "EOF." Ten files are kept on each disc.

When files are scanned by Player Characters and they wish to know their contents, pick one of the file descriptions below at random and read it aloud.

Format Note: Parentheses set off descriptions of visual images, and quotation marks set off the voice of the experimenter.

FILE NO. 103197.56988

Subject: LYC050

(A large, powerful-looking man is strapped naked to a stainless steel examination table. He is surrounded by automated equipment)

"The subject is a lycanthrope that has repeatedly demonstrated the ability to make its metamorphosis under controlled stimulation."

(An automated probe unfolds and touches the man on his side. There is a spark as it makes contact and a puff of smoke rises from where the flesh and hair have burned.)

"Upon negative stimulation there is increased adrenal action which stimulates endocrine production in the pituitary and pineal glands, and in glandular systems not found in normal humans."

(The probe prods the man again with the same results. He goes into the first stages of transformation immediately. Displays below the pictorial image chart the surge of activity in heart action, respiration, and metabolism.)

"The average time for this transition is 5.78 seconds."

(The man is now in his Lycanthropic form. He pulls one arm free of the table's leather restraints and seizes the probe. He tugs hard on it and the mechanical arm pulls free of the rest of the equipment in a shower of sparks. A larger arm wheels out, directly over the lycanthrope's heart, and fires a silver projectile into his chest. The displays of vital signs all go to flatlines.)

"The subject was terminated when safe repetition of the transformation was no longer possible."

EOF

FILE NO. 110597.76543

Subject: HMN023

(A short, skinny man is naked and securely strapped to a stainless steel examination table. He has IV needles placed in both arms that connect to automated drug pumps and hanging IV bags of blood and clear liquids. He eyes the equipment suspiciously.)

"The subject is a human volunteer of moderate health, in spite of a long history of drug and alcohol abuse. Provided by the Department of Health and Social Services, this subject will help explore and duplicate the infection abilities of the necropathic humanoids commonly known as Wyghts."

(The drug pump starts pumping blood through one of the tubes into the man's arm. It causes some pain and the man begins screaming and fighting against the restraints.)

"Five hundred milliliters of whole blood from subject WHT728 was introduced into the subject, starting at 1330 hours and running for one hour total."

(The man jerks and rolls from side to side. The safety straps easily hold him. He obviously is yelling for help, but his face is at too obtuse an angle from the camera to allow lip reading.)

"The video camera is set to film the subject for the next five minutes, and whenever the vital signs exceed the allowable tolerances."

(The picture fades away, and then returns. The time clock in the lower right corner of the screen has advanced 48 minutes. The IVs are still attached and flowing. The man is visibly shaking, as if in withdrawal.)

"The subject is experiencing some discomfort and respiratory distress. Catabolic rate has doubled, along with white blood count and heart rate. Blood gases are pO2 18, pCO2 58. Blood pH 8.5. Adrenal secretions have increased by a factor of 10 over the norm."

(As the man cries out in fear and pain, his body lapses into convulsions. His bowels and bladder evacuate. Red lights start flashing on the electronic monitors as heart action, respiration and other vital signs suddenly jump and stop. Muscle contractions in the arms and legs continue.)

"The subject enters a nonfunctional state."

(The duration and severity of the contractions decrease and eventually settle into rigor mortis.)

"Post-mortem examination determined that the subject's blood alcohol level prohibited development of the necropathic metabolism. More careful screening will be used in selecting future volunteers."

EOF

FILE NO. 050798.45992

Subject: DMN015

Bete Jammer is restrained and reverts to her true form under the camera's eye. Her crystal heart is surgically removed with a flint knife and placed in a container of clear liquid. A hardener is added and what appears to be fine sand from a bag labeled "GROUND FLINT." After mixing the sand and hardener in, the heart is removed, it has been totally encased in a plastic block. The block is placed on a cart against the wall. Bete Jammer's body disintegrates completely.

FILE NO. 041098.65328

Subject: HMN035/VPR306

(Two subjects are restrained on adjacent examination tables. One is a sickly-looking human, the other is apparently one of The Kin as there is no one visible on the table. A stick figure outlines the second subject's position beneath the restraints. Two sets of vital signs displays run on the lower half of the screen.)

"This experiment is intended to test the effectiveness of M. vr5, a genetically modified form of *Mycobacterium vrykolacis*, in pacification of ExtraNatural infestations. The bacteria is airborne and designed to affect all ExtraNatural species without harming human or animal life."

(The bacteria are released into the experimental chamber. The response on the vital signs displays for both subjects is immediate. Respiration becomes labored and blood gases show severely impaired oxygen exchange. Heart beat becomes erratic.) "Though the cameras cannot document it, the ExtraNatural subject is showing severe distress, as is the Health and Human Services volunteer."

(The "volunteer" is starting to turn blue. Uncontrollable coughing racks his chest as tiny black blotches appear randomly all over his body. The vital signs displays for both subjects are becoming highly erratic.)

"The disease organism is apparently not as specific in attacking only ExtraNaturals as our genetic engineers had promised."

(The human seems to be convulsing. The stick figure's movements seem to be mimicking his. As he continues to cough, the human coughs up blood and lung tissue. Shortly, the coughing stops and both sets of vital signs become flatlines.)

"M vr5 has proven to be a highly effective biowarfare agent, though refinements must be made to allow its safe use in urban settings."

EOF

Files 041598.74536, 050198.09887, 050798.32478, and 060398.64868 are almost exact replays of the previous file. Project Prometheus continues to refine the Nerve Rot bacterium, currently testing M vr16.

FILE NO. 063198.75447

Subject: VPR328

(A woman lies naked on a stainless steel examination table. Part of her blonde and fuchsia striped hair has been blown away from her head by a shotgun blast; it still sticks tight to the flap of scalp that is pulled away from the wound. Another hole has been blown in her torso, just above and to the left of the staked heart tattoo over her own heart. There is a polished wooden stake on the table next to the body. The left arm is nearly separated from the body by the wound. A third wound opens the abdomen, revealing the large and small intestines. All the wounds have the glassy film of regenerating tissue over them that looks like a fine layer of mucous.)

"This subject, a Vampyre, demonstrates the amazing regenerative capabilities of the ExtraNatural species, even in the reduced state of a sustenance vessel. This regeneration is being enhanced with our fetal tissue nutrient injections."

(The clock indicates the passage of several hours. The body looks nearly regenerated and Lucrezia looks almost back to normal. A pair of human hands enter the picture and drive the wooden stake into the center of her heart tattoo. She shudders and lies still.)

"After successful reconstruction the body can now be prepared for storage and production."

(The automated machinery sets upon the body quickly. A pair of saws cut off both arms above the biceps. Mechanical arms remove the excess. Metal and wood caps are placed on the stumps. A faint wisp of smoke and steam is visible as the raw flesh reacts with the wood. Next the saws make a complete cut around the hip separating muscle and tendon. The mechani-

cal arms grasp the leg about the thigh. The mechanisms twist the limbs and remove the entire femur from the body with a loud sucking noise. The regenerating tissues form a white covering over the wound quickly. The shotgun wounds are already starting to fill in.)

“These regenerative qualities prove almost too beneficial for the Vampyre to be able to maintain it as an OSV. Fortunately, the use of wood and garlic on the surgical steel fixtures and sutures makes it possible.”

(The machinery sews the wound closed. The tissues have the same reaction to the sutures as the metal arm caps. The machinery performs similar operations on the head and neck, removing first the top of the skull, the face, and then, the remainder of the skull. All but the cerebellum and the medulla oblongata are removed from the brain. This is placed in a protective casing and then pushed into the top of the chest cavity. Quickly, IVs and tubes are pushed into the body. The support ring is drilled into the pelvic bones. As a last step, the company logo and bar codes are tattooed on the body.)

“This subject has almost completely healed before the operation was completed. After the autografting of bone marrow tissue into the body cavity, and a three day stabilization period, the subject will be ready to be utilized in our experimental fetal tissue program.”

EOF

RESOLUTION OPTIONS

Once the characters have breached Hematech's security and have the full picture, they have several options they can pursue. The ramifications and Humanity Costs or Gains of each are listed below.

1. Destroy the Hematech facility and euthanize the Kin. This will generate lots of publicity and guarantee the enmity of the Prometheus Project without significantly impairing their ability to perform. Humanity Gain: +10
2. Save as many of The Kin as possible and get out. The most humane solution, but the least effective for dealing with Prometheus' threat to The Kin. Humanity Gain: +15
3. Extract computer records and trash the system. Passing on selected information, such as that discovered about Congressional support, pertaining to the skin bags would be the best way of crippling Hematech without exposing The Kin. Humanity Gain: +7
4. Release the fail-safes on all the Kin bags. A good guarantee that Hematech technicians will be very busy for the next twenty-four hours. This can be used as a diversion for other action. Humanity Gain: +5
5. Do nothing and escape with their skins intact. Probably the first option that comes to mind in this situation. Will resolve nothing and still draws down the ire of the Project on the party. Humanity Cost: -10

Whatever options are taken, there are a few certainties for the outcome. The Prometheus Project leadership will still be intact and they will be very upset about this interference. Even though their Nerve Rot Culture program will be stopped by the crippling of the Long Island operation, research does continue in other parts of the country. Lastly, whoever had a hand in this will be hunted down and vivisected “for the sake of scientific progress.”

APPENDIX I: NOTABLES IN THE MUSICAL VEIN

Note: Unless stated otherwise, all Skills and Edges for the characters in this section are equal to a score of 60.

VESALIUS



Race: Vampire
STR: 40 **PER:** 35
DEX: 37 **ATT:** 15
FIT: 40 **LUCK:** 360
INT: 40 **HTH:** 8
WILL: 32 **SP:** 400
Max Humanity: 95
Humanity Damage Modifier: -12
Edges: Armor (20); Claws; Drain, blood;
 Animal Control, Rats; Danger Sense; Event
 Manipulation; Locate Human; Mesmerize;
 Mistform; Photogenics; Time Sense
Skills: Bow; Pistol; Diplomacy (90); Kin
 Etiquette (100); Medicine (200);
 Medicine, Kin (185); Medicine, Surgery
 (125); Science, Biology (195)

Faction: Caduceus

Description: Not the original Vesalius, but he did provide bodies for the 16th century anatomist. In the subsequent time he has acquired a sizable body of medical knowledge. Uncle Vasily is the acknowledged authority of Kin Medicine. All factions are welcome in his

club and none needing medical attention are turned away.

It is said that the skin bags come from his original work and he is secretly a major stockholder in Hematech. He is unaware of Hematech's connection with Project Prometheus.

He is of somewhat cadaverous appearance himself, being incredibly thin and drawn. His clothing is usually dark and conservative. He is, however, animated and good-natured in his dealings with Kin and The Herd.

EMILE



Race: Human
STR: 13 **PER:** 14
DEX: 14 **ATT:** 7
FIT: 10 **LUCK:** 20
INT: 17 **HTH:** 3
WILL: 15 **SP:** 30

Max Humanity: 12

Skills: Knife; Pistol; Rifle; Administration
 (100); Business (75); Business, Criminal
 (35); Lying (150); Persuasion (100);
 Medicine (85); Science, Biotechnology (75)

Faction: Project Prometheus

Description: Having come into Vesalius' employ from Hematech, Emile knows a vast amount about the cutting edge of biotechnology and nothing about ethics. He is still working for his previous employers and, through them, the Prometheus Project. He monitors the movement of the local Kin.

In appearance and interaction with others, Emile could be most diplomatically described as "cold." "Psychotic" is more frequently used. His skin is fish-belly white, his hair a dyed raven black. He affects dark wire-rimmed glasses, a black beret, and black lipstick in his casual dress. The specifics, or even existence, of his personal life outside the club are a common topic of club gossip.

TOAST



Race: Shocker
STR: 13 **PER:** 20
DEX: 18 **ATT:** 7
FIT: 32 **LUCK:** 15
INT: 19 **HTH:** 3
WILL: 20 **SP:** 47
Max Humanity: 38
Humanity Damage Modifier: +1
Edges: Armor (5); Claws; Drain, bioelectricity
Skills: Pistol; Martial Arts, Soft; Business (100); Electronics (100); Scavenging (100)
Faction: Commune

Description: Lester Jukes was doing a final sound check for an outdoor concert when lightning struck the power lines nearby. Instantly, Lester became.. Toast. Now, he runs sound board and lights at *IN THE MUSICAL VEIN*.

He is pitch black, every capillary in his body having been burst with the shock, and has no hair or eyelids. These last two deficits are covered by the brightly colored bandana he wears on his head and his ubiquitous shades. He maintains good relations with several Gremlynnes and Data Haunts to access Central Ticket Office com-

puters and support his life style by ticket scalping.

YNGVAR



Race: Hafgryr
STR: 52 **PER:** 20
DEX: 24 **ATT:** 8
FIT: 38 **LUCK:** 43
INT: 11 **HTH:** 10
WILL: 10 **SP:** 79
Max Humanity: 10
Humanity Damage Modifier: +4
Edges: Armor (20); Claws; Drain, raw flesh; Fear Projection
Skills: Club; Knife; Streetfighting; Wrestling; Intimidation; Stealth; Streetwise
Faction: Neutral, leans toward the Complex
Description: Chief bouncer of the club. He will try to make soup of humans trying to get past him, if allowed. He works the Kin-only half of the club, leaving more humane underlings to engage in herd public relations up front. Yngvar is a gigantic, bestial creature who looks very much like a hyperthyroid Neanderthal. He and Emile are fast friends, which says more about Emile's humanity than anything else.

He is unquestioningly loyal to Vesalius also, having been saved by his medical knowledge in the past. Yngvar is not smart enough to realize his loyalties are in conflict.

CHRISTIAAN ROSEYECROSS



Race: Alchemical Animate

STR: 29

PER: 21

DEX: 21

ATT: 16

FIT: 23

LUCK: 214

INT: 31

HTH: 6

WILL: 26

SP: 237

Max Humanity: 92

Humanity Damage Modifier: n/a

Edges: Armor (10); Drain, life force; Body Control; Crowd Control; Domination; Event Manipulation; Weather Control

Skills: Club; Knife; Pistol; Brewing (100); First Aid (75); Language, German (75); Pharmacology (100); Profession (Bartender) (200); Psychology (150)

Faction: Neutral

Description: Taking his name from the medieval alchemist, Christiaan is a "created human" born of alchemical means and head bartender at *IN THE MUSICAL VEIN*. Though quite human inwardly, a rare trait for Animates, his translucent yellow skin and amber yellow eyes make him look quite inhuman. His great increase in Humanity comes from sympathetically listening to other people's troubles as he tended bar the last three centuries.

DR. GECKO

Race: Were (savannah monitor)

STR: 25

PER: 22

DEX: 23

ATT: 15

FIT: 37

LUCK: 40

INT: 25

HTH: 5

WILL: 24

SP: 77

Max Humanity: 98

Humanity Damage Modifier: -8

Edges: Armor (5); Drain, pain; Animal Form; Animal Control, reptiles; Sense Acuity

Skills: First Aid (72); Intimidation (20); Language, English (25); Language, Swahili (65); Leadership (58); Lying (90); Medicine (98); Medicine, Trauma Surgery (96); Persuasion (88)

Faction: Caduceus

Description: Dr. Gecko is one of those pitiable Kin that has all the disadvantages of an inhuman among The Herd without any real power. When angry or frightened, she becomes a large, but not particularly lethal, lizard called a savannah monitor. She was found by members of Caduceus and removed from her native village where she was in danger of being killed by her superstitious neighbors or served up as a delicacy in her reptile form.

She was educated on the Underworld Railroad and now pays back her benefactors by running the Lester Jukes Memorial Clinic.

SOUTHERN COMFREY



Race: Inuit

STR: 33

PER: 28

DEX: 23

ATT: 17

FIT: 30

LUCK: 270

INT: 32

HTH: 7

WILL: 30

SP: 300

Max Humanity: 88

Humanity Damage Modifier: -3

Edges: Armor (15); Drain, life force; Aura Sight; Healing; Infection; Invisibility; Locate Human; Nocturnal Vision; Shunting
Skills: Club (93); Wrestling (99); Medicine (100); Musical Instrument, Flute (87); Musical Style, Ethnic (81); Pharmacology (100)

Faction: Caduceus

Description: Southern Comfrey is the supervisor of Vesalius' Nerve Rot ward. On good days, his flute playing comforts the afflicted. On bad days...

The Inuit usually wears medical scrubs (the awful maroon color that's supposed to prevent people from stealing them for personal use) with bunches of medicinal herbs, bones, and feathers pinned all over. He looks like a bush with bad taste.

JERRY RIVERS



Race: Human

STR: 7

DEX: 9

FIT: 8

INT: 12

WILL: 19

Max Humanity: 45

Skills: Acting (61); Fashion Sense (74); Journalism (17)

Faction: n/a

Description: Slick, cunning, and always controversial, Jerry Rivers seldom gets the story right, but always puts on a good show. He has gotten his cameras into illegal cock fights on the waterfront and into massage parlors uptown for

PER: 25

ATT: 21

LUCK: 46

HTH: 2

SP: 54

live coverage of a bust. Now he wants to expose the dangers of after-hours clubs and the inherent evils of Resurrection music.

NICK SMITH



Race: Human

STR: 28

DEX: 22

FIT: 26

INT: 21

WILL: 25

Max Humanity: 30

Skills: Automatic Rifle (120); Knife (98); all other weapons Skills (88); Martial Arts, Hard (92); Streetfighting (94); Administration (56); Art (Oil Painting, landscapes (12); Business, Criminal (57); Driving (35); Electronics (50); Explosives (98); First Aid (52); Kin Lore (99); Military Intelligence (100); Security Systems (52); Stealth (95); Streetwise (95); Surveillance (53)

Faction: Armed Neutral, when not employed

Description: Ex-Green Beret, Ex-CIA, now working for the highest bidder, Nick is known to his close personal friends as "Fragger." Too bad he doesn't have any friends left alive. Twenty-seven times Viet Cong snuck through the wire and planted claymores under the bunks of allegedly superior officers during his four combat tours. He warns his enemies that there are lots of Vietnamese in New York, so the same thing could happen again. As his massive number of Combat Skills shows, he is the Da Vinci of inflicting pain and death, a natural genius. Over two million dollars of tax money went into refin-

Appendix I: Notables In the Musical Vein

ing his abilities. Since he first encountered The Kin as the Jungle Shadows unit, '61 South East Asia, he's been making a study of them.

Though he has dedicated large amounts of time and energy to "smokin'" Kin who've

thought to kill him, he thinks highly of The Kin. He's enough Crowley to know the benefits of having Kin as employees for his more dangerous operations. There are certain advantages to starting out on one of his jobs already dead.

APPENDIX II:

KIN MUSICIANS

This is a sample of the members of The Kin that are musically active on the New York Club circuit. Like all other artists, living or dead, they are a colorful lot. These NPCs may be used to fill in positions in the house band, Vital Signz, that Player Characters do not, or added for color in the auditions and to appear at jam sessions. Naturally, a few of these musicians have no place at these auditions, but that happens everywhere. Player Characters can also use the appropriate musicians as guides for creating their own Kin musicians. Many of The Kin described below are very young, accounting for the many low Skill Scores.

The musical influences listed are those musicians or groups the performer studied to develop his style. Wildly contradictory influences indicate a musician with a complex and variable style. The influences cited come from jazz, rock, heavy metal, and just about anyplace else from the last fifty years.

Note: Unless stated otherwise, all Skills and Edges for the characters in this section are equal to a score of 60.

LUCREZIA B.

Race: Vampire

STR: 39

DEX: 38

FIT: 22

INT: 12

WILL: 22

PER: 25

ATT: 32

LUCK: 42

HTH: 8

SP: 64

Max Humanity: 37

Humanity Damage Modifier: +3

Edges: Armor (5); Claws; Drain, blood; Mesmerize; Photogenics

Skills: Singing (92); Musical Style, Resurrection (88); Seduction (70)

Instrument: Vocalist

Musical Influences: Sarah Vaughn, Janis

Joplin, Grace Jones

Faction: Neutral

Description: 6', very pale, masses of strawberry blonde and fuchsia striped hair, sacred heart tattoo (dangerously close to a holy relic) between her breasts.

She always fills any club where she appears. A large portion of this crowd would be ex-boyfriends (the lucky ones).

PACO EL POCO

Race: Wyght

STR: 52

DEX: 39

FIT: 36

INT: 25

WILL: 20

PER: 37

ATT: 9

LUCK: 41

HTH: 10

SP: 77

Max Humanity: 16

Humanity Damage Modifier: +6

Edges: Armor (10); Claws; Drain, youth; Necropathy; Photogenics

Skills: Martial Arts, Hard; Musical Instrument, Bass Guitar (85); Musical Style, Resurrection (78)

Instrument: Bass Guitar

Musical Influences: Sting, B. B. King, Pink Leotard and the Trapezoid Dollies

Faction: Neutral

Description: 5' 10", wears loud shirts and dark shades, looks like the mascot for the Grateful Dead. Proves a Wyght boy can play the blues.

KING COBALT

Race: Concrete Animate

STR: 28

DEX: 26

FIT: 23

PER: 24

ATT: 16

LUCK: 48

INT: 18 **HTH:** 6
WILL: 41 **SP:** 71
Max Humanity: 42
Humanity Damage Modifier: n/a
Edges: Armor (20); Drain, life force; Crowd Control; Domination
Skills: Club; Pistol; Streetfighting; Musical Instrument, Percussion (72); Musical Style, Jazz (66); Musical Style, Resurrection (43); Stage Presence (78)

Instrument: Percussion
Musical Influences: Carl Palmer, Led Zeppelin, Def Leopard, "Animal"

Faction: Neutral
Description: 3' 8" tall, permanently stoned, being made of concrete. He used to hold a lantern in a wizard's front yard. Considering his musical influences, it is best if he is fed early and often.

SPYDER ANTHRAX



Race: Vampyre
STR: 40 **PER:** 27
DEX: 33 **ATT:** 31
FIT: 28 **LUCK:** 40
INT: 29 **HTH:** 8
WILL: 20 **SP:** 68
Max Humanity: 63
Humanity Damage Modifier: -3
Edges: Armor (5); Claws; Drain, blood; Mesmerize; Photogenics; Speed
Skills: Art, performance (89); City Knowledge, Clubs and Galleries (30); Fashion Sense (35); Musical Instrument, Guitar (43); Musical Style, Speed Metal (36); Profession, Hairdresser (99); Seduction (33); Stage Presence (85)
Instrument: Electric Guitar

Musical Influences: ZZ Topp, Bon Jovi
Faction: Neutral
Description: Spyder Anthrax has received much acclaim in the art world as a performance artist and is now concentrating on the world of music. He is recognizable at a distance for his extravagant coiffures, planes and geometrics lacquered into place like those of the early Patti LaBelle.

AUGUSTINE

Race: Vampyre
STR: 41 **PER:** 29
DEX: 23 **ATT:** 45
FIT: 24 **LUCK:** 161
INT: 21 **HTH:** 8
WILL: 26 **SP:** 185

Max Humanity: 55
Humanity Damage Modifier: 0
Edges: Armor (20); Claws; Drain, blood; Mesmerize; Photogenics; Speed; Wolfform.
Skills: Knife (89); Pistol; Rifle; Sword; Gambling (85); Language, Creole French (95); Musical Instrument, Guitar (98); Musical Style, Blues Slide Guitar (77); Musical Style, Classical (58); Musical Style, Resurrection (82); Seduction (130)

Instrument: Acoustic Guitar, Electric Guitar
Musical Influences: Segovia, Carlos Santana, Jeff Beck, Jimmy Paige

Faction: Neutral
Description: Augustine is tall, dark, and charming, the perfect Cajun Gentlemen. Many movie fans say he resembles Rhett Butler gone bad. He retains the accent of his Cajun past, and doesn't usually indulge in Kin Slang. Augustine dresses in the style of the young stockbrokers and attorneys he occasionally feeds on, sometimes appropriating a scarf or coat from them after feeding. His manners are impeccable, even if his intentions are far from benign.

BETE JAMMER (B.J.)

Race: Daemon
STR: 29 **PER:** 18
DEX: 26 **ATT:** 41
FIT: 19 **LUCK:** 42
INT: 28 **HTH:** 6
WILL: 19 **SP:** 61

Max Humanity: 85
Humanity Damage Modifier: -9
Edges: Armor (5); Claws; Drain, life force; Alter Form; Flight, only in true form; Photogenics; Travel

Appendix II: Kin Musicians

Skills: Musical Instrument, EWI (63); Musical Instrument, Clarinet (52); Musical Style, Jazz (55); Musical Style, Resurrection (59); Persuasion (89); Stage Presence (92); Seduction (60)

Instrument: EWI, Clarinet

Musical Influences: Miles Davis, Benny Goodman, Maynard Ferguson

Faction: Neutral

Description: A personable Daemon, B.J. affects the form of an angelic human. Her ethereal features and flowing blonde hair usually blinds her human companions to the fact that she is tapping some of their life force "off the top." She sometimes alters this shape to match her mood, adding extra breasts and other odd features.

DWEEZIL DADD



Race: Vampyre

STR: 50 **PER:** 15
DEX: 36 **ATT:** 18
FIT: 28 **LUCK:** 58
INT: 35 **HTH:** 10
WILL: 12 **SP:** 86

Max Humanity: 77

Humanity Damage Modifier: -6

Edges: Armor (10); Claws; Drain, blood; Animal Control (rats); Mesmerize; Photogenics; Ratform

Skills: Lying (100); Musical Instrument, Guitar (150); Musical Styles, Jazz, Blues, and Heavy Metal (125); Musical Style, Resurrection (110); Scavenging (87)

Instrument: Electric Guitar

Musical Influences: B.B. King, Les Paul, Eric Clapton, Robert Cray

Faction: Neutral

Description: Dweezil Dadd, through his innovative combination of the musical idioms of jazz, blues, and heavy metal, is the originator of the

musical style known as Resurrection. However, the form has picked up a loyal following and Resurrection has passed its creator by. He occasionally comes up from his digs to play a set or two, but for the most part, he stays in his home in the sewers. If Dadd does audition, there is only a 10% chance that he will show up any two nights in a row thereafter.

RESURRECTION BANDS

These are three of the few bands currently performing in Resurrection style. They may be used as examples for your players, relief for the house band, or as Player Characters (if you and your Players wish to start quickly).

WYGHT BRED

Bury White

Race: Wyght

STR: 56 **PER:** 41
DEX: 29 **ATT:** 9
FIT: 26 **LUCK:** 38
INT: 15 **HTH:** 11
WILL: 15 **SP:** 64

Max Humanity: 97

Humanity Damage Modifier: -8

Edges: Armor (5); Claws; Drain, youth; Photogenics

Skills: Knife (74); Streetfighting (42); Intimidation (34); Musical Instrument, Guitar (53); Musical Style, Resurrection (27); Persuasion (52); Singing (34); Stealth (39); Streetwise (31)

Instrument: Electric Guitar, Vocals

Faction: Commune

Description: As the founder and leader of Wyght Bred, Bury feels obligated to spend a lot of his time digging up new bookings for his group. With his skills in Persuasion, Intimidation, and Knife, he makes sure that they always get paid for their gigs.

Lev 42

Race: Vampyre

STR: 41 **PER:** 19
DEX: 29 **ATT:** 28
FIT: 31 **LUCK:** 38
INT: 18 **HTH:** 8
WILL: 24 **SP:** 69

Max Humanity: 88

Humanity Damage Modifier: -9

Edges: Claws; Drain, blood; Mesmerize; Mistform; Photogenics

Skills: Computer Operations (41); Computer Programming (60); Electronics (46); Fashion Sense (26); Musical Instrument, Keyboard (60); Musical Style, Resurrection (26); Musical Style, Blues (31); Scavenging (31); Seduction (31); Stealth (71)

Instrument: Keyboard synthesizer

Faction: Commune

Description: Lev is the motive force behind Wyght Bred. If something must be fixed, found, or stolen, Lev takes care of it. On his off hours, he plays blues clubs maintaining contacts both musical and dietary.

Troy Tweelz

Race: Wyght

STR: 44

PER: 29

DEX: 25

ATT: 8

FIT: 28

LUCK: 41

INT: 23

HTH: 9

WILL: 21

SP: 69

Max Humanity: 40

Humanity Damage Modifier: +2

Edges: Armor (10); Drain, youth; Danger Sense; Photogenics; Speed; Weather Control

Skills: Club (54); Pistol (32); Business, Criminal (38); Electronics (41); Mechanics (52); Motorcycles (60); Musical Instrument, Bass Guitar (60); Musical Style, Resurrection (38); Stealth (60)

Instrument: Bass Guitar

Faction: Commune

Description: Troy's consuming passion, beyond consuming Herd, is motorcycles. He lives in a rented garage with his Harley and the Indian Scout he is reconstructing. He uses his Weather Control Edge to cut a swathe of clear weather down the Jersey Turnpike when he's out riding.

Jumpin' Jan Flash

Race: Daemon

STR: 31

PER: 28

DEX: 30

ATT: 29

FIT: 22

LUCK: 42

INT: 25

HTH: 6

WILL: 31

SP: 64

Max Humanity: 32

Humanity Damage Modifier: +6

Edges: Armor (10); Claws; Drain, life force; Alter Form; Body Control; Fiery Breath; Flight (in True Form); Photogenics; Travel

Skills: Fashion Sense (39); Mimic (33); Musical Instrument, Guitar (97); Musical

Style, Resurrection (62); Musical Style, Heavy Metal (86); Seduction (51)

Instrument: Guitar

Faction: Commune

Description: Janice Flash has dedicated her life to the Rolling Stones. She can cover most of their songs to the point of identical copies. A truly cutting Resurrection version of "You Can't Always Get What You Want" is in her personal repertoire. She wears the beads, shades, and fringed leather that was *de rigeur* when the Stones first hit this country

B. Fries

Race: Werewolf

STR: 32 (57)

PER: 25 (45)

DEX: 19 (39)

ATT: 16 (0)

FIT: 32

LUCK: 52

INT: 23

HTH: 6 (11)

WILL: 19

SP: 84

Max Humanity: 59

Humanity Damage Modifier: 0

Edges: Claws; Drain, pain; Danger Sense; Lupine Form; Photogenics; Time Sense

Skills: Cooking (99); Musical Instrument, Percussion (57); Musical Style, Resurrection (78)

Instrument: Percussion

Faction: Commune

Description: A Kin that still loves real food to supplement his diet of Drained pain. His favorite cuisines are Indian, Szechuan, Chinese, and small dogs.

ATONAL CONSPIRACY

Atropa Dwale

Race: Flesh Animate

STR: 25

PER: 31

DEX: 23

ATT: 24

FIT: 30

LUCK: 58

INT: 31

HTH: 5

WILL: 39

SP: 88

Max Humanity: 49

Humanity Damage Modifier: n/a

Edges: Drain, life force; Crowd Control; Domination; Photogenics; Telepathy

Skills: Knife (54); Computer Operations (43); Computer Programming (41); Medicine (81); Musical Instrument, Keyboard (44); Musical Style, Resurrection (43); Pharmacology (73)

Instrument: Keyboard, synthesizer

Faction: Skullbenders

Description: Being the result of illicit medical experiments at Tonkamystic U. in upstate New

Appendix II: Kin Musicians

York, Atropa picked up quite a bit of medical knowledge by osmosis. Her skills in Medicine, Pharmacology, and Knife (scalpel) are often used for her own benefit, not the good of the patient.

She often hires her services out as a special interrogator or torturer at a high rate of pay. She needs to work a lot to keep herself in the style she has become accustomed

Lunchbucket

Race: Werewolf

STR: 42•57•67 **PER:** 28•38•48

DEX: 24•34•44 **ATT:** 19•0•0

FIT: 39 **LUCK:** 40

INT: 29 **HTH:** 8•12•14

WILL: 24 **SP:** 79

Max Humanity: 55

Humanity Damage Modifier: 0

Edges: Armor (10); Claws; Drain, pain; Lupine Form; Lycanthropic Form; Photogenics
Skills: Club; Musical Instrument, Percussion (98); Musical Style, Resurrection (87); Stealth

Instrument: Percussion

Faction: The Laughter Factory

Description: Lunchbucket, like many urban canines, chases cars. However, when he catches them, he knows what to do with them. Sometimes, he bites the tires while the car is still moving. Then, Atropa must spring him from the morgue before the autopsy.

TERMINAL HERPES WITH UMBER

Burnt Umber

Race: Daemon

STR: 26 **PER:** 32

DEX: 23 **ATT:** 33

FIT: 28 **LUCK:** 31

INT: 30 **HTH:** 5

WILL: 31 **SP:** 59

Max Humanity: 42

Humanity Damage Modifier: 0

Edges: Armor (5); Claws; Drain, life force; Alter Form; Flight (in True Form); Travel

Skills: Pistol; Business (88); Leadership (78); Musical Instrument, Guitar (52); Musical Style, Resurrection (42); Persuasion (36)

Instrument: Electric Guitar

Faction: Commune

Description: Burnt Umber is only a fair musician, but a great band leader. Seeing Resurrection as the future of music, especially

for the Kin, he put together a band and began marketing them ruthlessly. The only reason The Terminal Herpes aren't the house band for In the Musical Vein is Burnt Umber's unwillingness to sign with Vesalius for such low (read "fair") pay.

Jimmy DuLuc

Race: Vampyre

STR: 49 **PER:** 20

DEX: 29 **ATT:** 34

FIT: 38 **LUCK:** 37

INT: 25 **HTH:** 10

WILL: 23 **SP:** 75

Max Humanity: 57

Humanity Damage Modifier: 0

Edges: Armor (10); Claws; Drain, blood; Mesmerize

Skills: Knife; Pistol; Musical Instrument, Bass Guitar (66); Musical Style, Resurrection (32); Musical Style, Speed Metal (66)

Instrument: Bass Guitar

Faction: Children of Lillith

Description: Jimmy is a very young Kin: eighteen years alive, twelve years dead. He still pursues the headbanger lifestyle, feeding on headbanger groupies. He has a monumental collection of Heavy Metal t-shirts, including some rare and really obscure groups. He has worn a different one to every show he's played in the last two years.

Mike d'Shrike

Race: Inuit

STR: 27 **PER:** 27

DEX: 26 **ATT:** 18

FIT: 23 **LUCK:** 46

INT: 23 **HTH:** 5

WILL: 29 **SP:** 69

Max Humanity: 86

Humanity Damage Modifier: -3

Edges: Armor (5); Drain, life force; Infection; Invisibility

Skills: Breakaway (100); Streetfighting (62); Musical Instrument, Guitar (96); Musical Style, Blues (74); Musical Style, Resurrection (92); Streetwise (64)

Instrument: Guitar

Faction: Neutral

Description: Mike spent a lot of time with the good ol' boys down south, playing in bars and ducking flying beer bottles. He's had to duck more than a few punches because of his wardrobe. Most of the boys couldn't appreciate his long blue hair that he wore in two braids, or the feathers and bone lamellar armor he always

wore. They did like his snakeskin boots and hat band, though.

Uncle Ernie

Race: Wyght

STR: 52

DEX: 37

FIT: 34

INT: 13

WILL: 22

PER: 40

ATT: 8

LUCK: 44

HTH: 10

SP: 78

Max Humanity: 86

Humanity Damage Modifier: -6

Edges: Armor (10); Claws; Drain, youth;
Photogenics; Speed

Skills: Club; Rifle; Musical Instrument, Violin
(90); Musical Style, Country and Western
(86); Musical Style, Resurrection (90)

Instrument: Violin

Faction: Neutral

Description: Uncle Ernie is just a dead ol' country boy who took up playing the fiddle early in life and didn't put down no matter how long he's been dead. Some say that the sight of Uncle Ernie playing his fiddle on a stump inspired Charlie Daniels to write "The Devil Came Down To Georgia".

Mike d'Shrike and he are good buddies and traveling companions.

Skid Romar

Race: Wyght

STR: 53

DEX: 24

FIT: 25

INT: 19

WILL: 21

PER: 25

ATT: 7

LUCK: 46

HTH: 11

SP: 71

Max Humanity: 40

Humanity Damage Modifier: +2

Edges: Armor (20); Claws (75); Drain, youth;
Infection; Reanimate Dead

Skills: Pistol; Alertness (49) Driving (34);
Electronics (53); Mechanics (45); Musical
Instrument, Percussion (41); Musical Style,
Resurrection (44); Scavenging (33).

Instrument: Percussion

Faction: Commune

Description: You ever wonder what's down in those pits in the local garage? Skid has a home burrowed out beneath a Foreign Car Repair Shop in Queens and after closing he borrows the keys and tools around New York in a foreign sports car. No one living knows he lives in the pit, though a few of the previous employees have disappeared without a trace. Always smells a bit like motor oil.

The names of some other bands active in the Resurrection music arena are easily recognizable:

Plutonium Junkies

Toxicide

Skunkscent

Sodom City Rockers

Decibel Alert

Sickle Cell

Sewer Worms

Chemical Imbalance

Sonic Vivisection

Tortured Vocal Chords

Smiley and the Dusters

Gidget and the Gangbangers

The Marrow Succers

CPU (Cherry Pickers Union)

JAM SESSIONS

Jammin is integral to the Resurrection style of music. At its best, it is a perfect communion of the musicians as they run through the variations together. Fans, both Kin and potentially edible herd, will flock to clubs that have a reputation for maintaining hot jams.

One character, musician or vocalist, will take the lead. The others try to follow *ad libitum*. The leader selects the tune. If the song is one of the "old standards" of Resurrection, there is a -15 modifier to all rolls. The standards are the songs that have been twisted into Resurrection style so often in the past that anyone familiar with the style will have heard it or played it several times. These include:

Birdland

Stairway to Heaven

Chameleon

Heard It Through The Grapevine

Walk This Way

Cloudburst

Taint Me (original Taint version)

I Love You Too Much

Cliffs of Dover

Rich Dog Beeps (L2K version)

Run Through The Jungle

The Devil Came Down to Georgia

Frankenstein

Godzilla

(I did it) My Way

Many more can be added to the standards list at the CP's discretion. Any jazz, blues, rock, or pop song recorded since the twenties is likely to be considered for Resurrection.

Appendix II: Kin Musicians

Musicians with the Musical Style, Resurrection, Skill will have a personal repertoire, songs that have been rehearsed enough that they become even more familiar than old standards. These are not the only songs they know, only the songs polished up to be show pieces.

A musician may have one song in his personal repertoire for each five points of Resurrection Musical Style they possess. Player Characters choose the songs in their repertoire when they first acquire the Skill, and add a new song each time the Skill is improved a full five points.

Groups that jam together frequently will also have their own repertoire. They can have one song on this list for each five points of the group's average score for Resurrection Musical Style.

Songs are added to a group's repertoire in the same way as for an individual. Songs performed from a group or personal repertoire will have a -25 modifier for all rolls.

Rolls are first made and compared against the character's Musical Instrument Skill Score and then Musical Style Skill Score for each minute. The Musical Style must be one that emphasizes improvisation, such as Jazz, Blues, or Resurrection. There is a -1 modifier to the roll for each five points of the Leader's Musical Style Skill Score.

If the roll is less than the Musical Instrument Skill Score but greater than the Musical Style Skill Score, the character is playing well but falling out of the style's special sound and vocabulary. A failed Musical Instrument Skill Roll is a minor error, such as a wrong note or botched rhythm. A critical failure, a roll of 95-00, is one of those magnificent screw-ups such as losing your balance and playing the keyboard with your elbows or dropping your instrument.

If the roll is less than both scores, the musician is jammin. When the whole band is jammin a temporary modifier of -5 is applied to each musician's roll for the next minute.

The jam ends on the leader's cue. A character's endurance in such a highly charged atmosphere is only Musical Skill+5 minutes before a break must be taken. It is the leader's obligation to end the session before any of the musicians hit their limit. If the jam ends with all the musician's making all of their rolls, if they're all jammin and end on a high note, 1-5 (1d10+2) is added to each character's perceived ATT. This extra attractiveness only applies to other musicians or true fans of the style. It can only be earned once

a night, up to a maximum value of 50. (Talk about fame in musical circles! No matter how ugly you really are, you can be gorgeous.) The jams must be before real audiences, not just a bunch of musicians hanging out in a garage. This extra attractiveness, like fame, is fleeting. It must be constantly renewed by performances at least once a week or the perceived attractiveness is lost. The extra points disappear at a rate of 1 per week that the musician is not in front of the public.

Most employers consider successful jammin come payday.

COMPOSITION

Writing one's own musical pieces, like joining in on jam sessions, is an expression of the musician's expertise and individuality. Anyone with the skill Musical Style can compose a piece in that style. For each five points of Musical Style, the character has a one percent chance of successfully finishing the composition. A character must have some familiarity with a Musical Style to write a piece in that style.

For each hour of the writing session, the player makes a roll against this percentage. If the roll is successful, the character has completed one piece of music of the same length as a popular song. If the roll is unsuccessful, the character has some reached obstacle that prevents the completion of the piece. This will be an annoyance for the character at best. An unfulfilled act of creation is just as frustrating as an interrupted act of procreation.

After the first one, things get easier. Add a one percent chance of completing a musical composition for each piece previously written. This bonus has a maximum value of fifty.

As to the actual value of the composition, how good it is and how well received it is, this is a highly variable and unfair figure. The critical value of the piece, how well the critics rate it on a scale of 1-100, is equal to the character's score for the piece's Musical Style plus one point for each ten points of other styles known.

The general public's reaction to the piece is less straight forward. The CP must roll under the character's Musical Style skill for a positive reaction. For each point of Musical Style above a comfortably mediocre 50, add a +1 to this reaction roll. The more artistically correct and esoteric a piece is, the less likely it is to be well received. For each composition previously completed, a -1 modifier can be added to that roll.

APPENDIX III: NEW RACES AND FACTIONS

Note: Unless stated otherwise, all Edges and Skills of characters in this section are equal to a score of 60.

NEW RACES

GREMLYNNES



STR: 5 **PER:** 90
DEX: 75 **ATT:** 0
FIT: 55 **LUCK:** 20
INT: 45 **HTH:** 1
WILL: 45 **SP:** 75
Max Humanity: 50
Humanity Damage Modifier: n/a
Edges: Armor (80); Event Manipulation (150);
 Instantaneous Travel Within Dominion;
 Omniscience Within Dominion; Weapons
 Immunity (100)
Flaws: Cannot leave Dominion
Skills: City Knowledge, Power Grid and
 Computer Networks); Communications;
 Computer Operation; Computer
 Programming; Electronics; Kin Etiquette;
 Mechanics; Security Systems; Surveillance
Faction: Neutral
Description: Gremlynnes, the creatures long
 reputed to cause malfunctions in complex ma-
 chinery, are actually machine elementals. They
 are always seen in the works of a mechanism,
 where they live and try to protect the machinery,
 and those that depend on it. They appear to be

little monkey-like creatures only a few inches tall, knit out of wires, pipes, and gears.

Gremlynnes, unlike most other Elementals, do not have discrete Dominions. They are gregarious, and tend to cluster in groups. This leaves most machines without Gremlynnes, and subject to breakdowns.

A Gremlinne can use its Instantaneous Travel Edge to jump from machine to machine, as long as the two machines are no more than 10 feet apart. Their Omniscience Edge is limited to the machine they are inhabiting.

Gremlynnes are highly likely to help fleshies, as they call all The Herd and The Kin, particularly those that work with or depend on machines. Their favor is easily won through bribes of what they consider food and trinkets: super-conductor materials, integrated chips, solid-state lasers, etc. They are capricious, however, and likely to desert their allies if the Gremlinne is convinced the person is insincere or unworthy.

PARIAHS



STR: 25 **PER:** 20
DEX: 20 **ATT:** 5
FIT: 15 **LUCK:** 20
INT: 20 **HTH:** 5
WILL: 30 **SP:** 35
Max Humanity: 20
Humanity Damage Modifier: +1/-1 per 10

Appendix III: New Races And Factions

Edges: Armor (10); Claws; Drain, Kin and human health; Infection

Flaws: Environmental Harm: Immersion in Running Water, 25 SP/BT. Compulsion to Infect humans. Diet Restriction: Kin and human health, 15 SP/night

Skills: Wrestling; Scavenging; Stealth

Faction: Neutral

Description: As The Kin are living representations of mankind's fears, the Pariahs are something that both The Herd and The Kin are dreadfully afraid of: disease. Pariahs are those who have died of lingering disease without care from doctors, family, or friends. Three days after death, the Pariah rises from whatever alley or out of the way place it fell and walks the streets again. Though just recently identified, they may have been wandering among The Herd for quite some time. Many of the lepers encountered in ancient times might have been Pariahs.

Pariahs continue their existence by Draining human and Kin health. For each five SP of health Drained, the victim contracts a lingering disease such as leprosy, scrofula, plague, or AIDS. Pariahs also carry Nerve Rot. Fortunately, these forms of the diseases are not contagious. If the victim dies of the disease, they too will resurrect as a Pariah.

The physical appearance of a Pariah varies with the time and place they appear. Always they show the most disturbing physical signs of the disease most feared at the time. They wear little more than rags.

A Pariah's Drain is non-Addictive.

WERYLS

STR: 15

DEX: 12

FIT: 8

INT: 20

WILL: 20

Max Humanity: 80

Humanity Damage Modifier: +3/-3 per 10

Edges: Drain (laughter, see below); Danger Sense; Sense Acuity; Telepathy

Flaws: Environmental Harm: Sunlight, 15 SP/BT. Immersion in running water, 30 SP/BT. Substance Vulnerability: Fire, triple normal damage; Silver, double normal damage; Wood, double normal damage; Garlic, 5 SP/BT; Holy Relics, 10 SP/BT. Repulsion: Holy Relics, Garlic, Silver, Tobacco. Diet Restriction, laughter, 20 SP/night

Skills: Acting; Alertness; Diplomacy; Disguise; Mimic; Psychology

PER: 30

ATT: 10

LUCK: 10

HTH: 3

SP: 18

Faction: Vector Frankenstein

Description: One of the most successful of the Vector Frankenstein faction's attempts to reinvent The Kin, the Weryl is only a miserable failure. The result of magical cross-Infection of Vampyres and Werewolves, Weryls are sensitive to everything that affects both Vampyres and Werewolves, and for some reason, tobacco.

Weryls take their sustenance from laughter. Many of the short, overweight, and fishbelly pale stand-up comics that frequent New York's comedy club circuit are suspected of being Weryls.

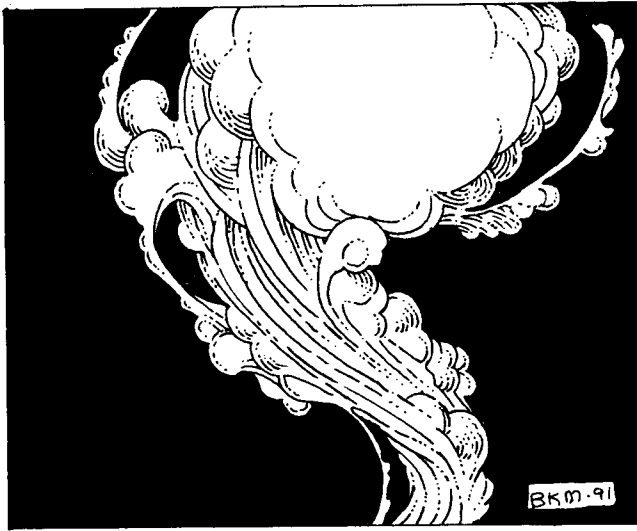
Weryls have a choice in Draining. If they touch a laughing victim, the Drain operates normally. Weryls may also Drain at a distance of up to 50 feet without touching their victims. When Draining at a distance, the Weryl may only Drain 1/10 of an SP per BT from each laughing victim within 50 feet. For example, a crowd of 94 people, all laughing within 50 feet, would provide 9 SP per BT. Please note that the victim must be laughing in either case.

The touch Drain of a Weryl has normal Humanity Costs. Distance Draining only costs 3 Humanity Points per group Drained, as long as the Weryl Drains less than 1 SP from every individual in the group. Normal Humanity Costs are paid for each human Drained by 1 SP or more. The distinction is made because the loss of fractions of an SP are not noticeable, and quickly heal in a few hours. No real harm is done to the victims, and the only costs are for performing an inhuman act.



A Weryl can cause Addiction with its touch Drain. Once Addicted, a victim will laugh helplessly at any of the Weryl's actions, or even their appearance, another blow to their pride.

FIFFTS



STR: n/a PER: 30
 DEX: 5 ATT: n/a
 FIT: 5 LUCK: 20
 INT: 35 HTH: n/a
 WILL: 30 SP: 25
 Max Humanity: 0
 Humanity Damage Modifier: none
 Edges: Drain (blood); Fear Projection
 Flaws: Environmental Harm: Sunlight, 15
 SP/BT. Substance Vulnerability: Steel or
 Iron, 15 SP/BT. Repulsion: Wood. Diet
 Restriction, blood, 20 SP/night

Skills: none

Faction: Vector Frankenstein

Description: This magical cross-infection of Ghost and Vampyre has produced an ineffectual Kin permanently trapped in Mistform. They tend to have no definite form, and a nauseating yellow-green color.

Their Vulnerability to steel and iron keep them out of ventilation systems, which limits their movements. They also have to be extremely careful when entering the sewers, as most drains have a steel cover. To make matters for them worse, Kin who are aware of their existence usually feel that they are a threat to the secrecy of The Kin (Fiffts tend to Drain indiscriminately), and sometimes hunt them down.

Fiffts may Drain blood from open wounds, or by contact with the skin or mucous membranes of the victim. If the latter method is used, the capillaries beneath the skin burst, leaving numerous wounds that resemble tiny sores. Their Drain is extremely painful, and non-Addictive.

NEW FACTIONS

In such a dynamic and unstable society as the Kin subculture, new factions and splinter groups come and go like wildfire. Here are some of the most recent groups to turn up, all of them having particular interest in what is going on at *IN THE MUSICAL VEIN*.

CADUCEUS

Until recently, the Caduceus Alliance was believed to be just urban folk lore, like the shadowy Underground Railroad of which they are a part. Caduceus is dedicated to healing of the body and the mind, for both The Herd and The Kin without prejudice. Vesalius' work on Nerve Rot is financed and supported by the group, and all data is dispatched across their networks as soon as it is gathered. They conduct an ongoing education program, but they have had as much early success in enlightening Kin about Nerve Rot as they had in teaching The Herd about AIDS in the 80's. Caduceus also perfected a method of creating new Edges. These new Edges are variations on previous Edges or the combination of two or more old Edges. This requires research equivalent to the creation of a new Magic Spell, and perhaps years of work for a Kin practicing the variations on the old Edges. Caduceus is not forthcoming with many new Edges due to these handicaps of time and money.

Caduceus is organized in a cell structure even more secure than that of the Commune. Each cell is made up of three members who are aware of each other's identity and often work together. Each member also knows one contact in a cell above theirs and three contacts in three different cells below. The most any one member knows directly is six. Only three Kin know the identity of the leader of Caduceus, who is called Doctor Doctor, and very few members know which three those are.

Caduceus stands opposed to the anti-human plans of the Complex, Morningstar Corporation, and Red Moonrise, but they welcome any of the factions' members who are in need of medical help. Even Target Alpha operatives injured in battle with Kin will be healed, if no human help can be found in time. This willingness to risk all, including exposure of The Kin, for the sake of healing has put Caduceus very high on Lillith's "Enemies of the Brethren" list.

The Underground Railroad, for those who haven't heard the bedtime story, is a series of safehouses stretching across North America,

Appendix III: New Races And Factions

Asia, and Europe that provide sanctuary for Kin being hunted by The Herd.

Arpad Szent-Györgi

Race: Sorcerer

STR: 19

PER: 29

DEX: 11

ATT: 13

FIT: 20

LUCK: 50

INT: 27

HTH: 4

WILL: 28

SP: 70

Magic Ability: 30

Max Humanity: 85

Humanity Damage Modifier: n/a to damage, +3 SP to the cost of Black Magic Spells, -3 from the cost of White Magic Spells

Edges: Drain (life force)

Skills: Pistol; Herbal Magic (125); Kin

Etiquette (110); Kin Lore (134); Language,

Latin (90); Language, Ancient Greek (85);

Language, Hebrew (78); Language,

Hungarian (100); Language, French (67);

Library Research (110); Manuscript

Illumination (55); Occult Knowledge (100)

Spells (stored): Dispel Magic; EMT (3); Gas Mask; Flashlight; Magic Bubble (2); Magic Sight; Nine Eleven; Pacify (2); Soup Kitchen (3)

Other Spells Known: Area Ward; Bonding; Resurrect Human

Familiar: Bartok, a Komodor Wolfhound with a thick rope-like coat that makes the dog look like a rag mop. MA: 9 Spell known: Nine Eleven SP: 15

Faction: Caduceus

Description: The third member of the New York cell that includes Vesalius and Southern Comfrey, Arpad Szent-Györgi is one of the Sorcerers that helps to protect the Statue of Liberty from Red Moonrise's symbolic attacks. He originates from 16th century Hungary, and claims to have been a classmate of Johann Faust.

He is the Sorcerer that developed the method of creating new Edges and oversaw Vesalius' and Southern Comfrey's creation of Shunting. For a fee, he would be willing to outline the creation of new Edges for others.

VECTOR FRANKENSTEIN

A vector is defined as a force moving in a specific direction. Vector Frankenstein believes itself to be a force to be reckoned with moving in the direction of a bright and promising future as attempted by the fictional Baron Von Frankenstein.

This faction is engaged in the continuing attempt to reinvent The Kin, through any means possible to accelerate and redirect their evolution. Sorcerers, Witches, even some Kin trained in herd genetic science, all work together toward this end. Much of their efforts have resulted in the such failures as the incredibly wimpy Weryls, and the even less viable Fiffits. Still Vector Frankenstein heads off in their brave new direction without a road map. A slightly more practical line of research is the attempt to breed a more defenseless, and palatable, species of herd.

Vector Frankenstein agents constantly try to infiltrate Caduceus, hoping to tap their vast stores of medical knowledge.

Elmer Perkins

Race: Mechanical Animate

STR: 18

PER: 23

DEX: 23

ATT: 10

FIT: 18

LUCK: 61

INT: 30

HTH: 4

WILL: 32

SP: 79

Max Humanity: 38

Humanity Damage Modifier: n/a

Edges: Armor (30); Drain, life force; Body Control; Domination

Skills: Knife; Pistol; Medicine (87); Persuasion (99); Science, Chemistry (88); Science, Genetics (140)

Faction: Vector Frankenstein

Description: Elmer Perkins was designed to be a self-propelled, self-motivating robot to sample alien environments for signs of life and potential usable resources. One of the strong points of his programming was the ability to learn and adapt, even to the extent of changing its physical make-up. Elmer got away from the design collective on a field test and began adapting himself to life on Earth.

His creators would not recognize their little boy now. What was once a tracked vehicle with an on-board analytical testing lab is now a vaguely human-shaped collection of scrapped appliances, rubber gloves, and mannequin parts. As it has been said about many other visionaries, he's got a head full of bad wiring. Those that follow him and believe in his vision of a perfectible Kin don't seem to notice that.

CHILDREN OF LILLITH

Lillith is a shadowy figure that fashions herself a Mother Goddess to be worshipped by The Kin. She claims to be the first wife of Adam that was created by God and discarded. Cast into

Limbo, she became the Mother of all Demons and ExtraNatural races. She has freed herself now, she claims, because for the first time since the Creation her children are at risk of being destroyed.

No one knows who, or what, she truly is but the Children of Lillith believe her completely. Her followers are many, but the most loyal and brutal are chosen to be her private army, The Fruit of Eden.

Lillith's commands are simple: destroy all threats to the continued existence of The Kin. Vesalius is a threat because he allows the foul filth of the Pox to linger on, instead of giving all his patients a quick death. The Complex is a threat because their attempts to subjugate Humanity may bring about the destruction of The Kin. The Commune is a threat because they bridle the true spirit of The Kin and hampers their ability to respond to the greater threat of The Herd. The Laughter Factory is actually just a nuisance, but they should be destroyed anyway.

Lillith



Race: Unique

STR: 50

DEX: 40

FIT: 40

INT: 40

WILL: 65

PER: 50

ATT: 50

LUCK: 360

HTH: 10

SP: 400

Max Humanity: 23

Humanity Damage Modifier: n/a

Edges: Armor (20); Claws; Drain, life force; Alter Form; Aura Sight; Body Control; Crowd Control; Dominate; Flight, in True Form only; Mesmerize

Flaws: Environmental Harm: Sunlight, 10 SP/BT. Substance Vulnerability: silver, 10 SP/BT. Repulsion: silver and holy relics

Skills: Diplomacy; Intimidation; Kin Etiquette; Kin Lore; Occult Knowledge; Persuasion; Seduction; Theology

Faction: Children of Lillith

Description: In her True Form, Lillith is a feral-looking female with fangs whose lower body is that of a gigantic serpent. She possesses wings and can fly when in this form. The form she usually assumes among herd and Kin that are not members of her Inner Circle is a very tall, beautiful woman with long black hair and violet eyes.

The Fruit of Eden

The Children of Lillith is a highly reactionary faction of the younger Kin that believes in destroying Kin who are a threat to the rest of ExtraNatural society. The Fruit of Eden is their elite military unit. They are not anti-human as much as opposed to those who interact too much with humanity and risk exposure. They view Vesalius' attempts to cure Nerve Rot patients as dangerous, because it is unlikely to succeed and highly likely to expose others to the disease.

At present, The Fruit of Eden is composed of Werewolves (65%), Wyghts (25%), and Animates (10%). All possess the following Skills at a minimum of the score shown:

Streetfighting (80)

Throwing (73)

Intimidation (60)

GOREPUPPIES

This is not truly a Kin faction, or even a gang. It is a loose amalgamation of horror movie fans, Fangoria readers, and make-up special effects artists. The Gorepuppies work with The Kin, using their make-up expertise to disguise those Kin who wish to interact with humans. They also have a tradition of make-up test parties where dozens of Gorepuppies at a time are made up to look like Wyghts, Ekimmu, Zombies and the other more grisly Kin. This provides a screen that allows The Kin to travel among The Herd unnoticed, or at least unbelieving.

Appendix III: New Races And Factions

This group started in Pittsburgh, but it has large numbers of followers in New York, LA, Chicago, and Florida.

Rick Santini

Race: Human

STR: 15

DEX: 18

FIT: 12

INT: 20

WILL: 10

Max Humanity: 100

Skills: Automatic Rifle; Club; Knife; Martial Arts, Hard (60); Pistol; Rifle (25); Sword (75); Acting (87); Art, Sculpting (100); City Knowledge, places to film murders (100); Disguise (150); Electronics (55); Lying (100); Mechanics (55)

Faction: Gorepuppies

Description: In the Viet Nam War, Rick Santini carried a chain saw. He was with the

PER: 15

ATT: 15

LUCK: 43

HTH: 3

SP: 55

ground unit assigned to clear landing pads for evac choppers in the jungle. The experience helped prepare him for his work as special effects artist on "The Pittsburgh Power Tool Massacre" and Tyler Darrow's "Vietnightmares." It also introduced him to The Kin, namely Loopie Pendergast (see *NIGHTLIFE* and *MAGIC*) and other members of the Nowhere Men (see *MAGIC*).

Having spent his life since age twelve making himself and friends look like these non-human creatures, he had no problem relating to them. Once he got back to his home in Pittsburgh, he founded the Gorepuppies, a loose amalgamation of trustworthy horror fans that would help those Kin who could not interact with humanity because of their appearance. Now, he is considered something of a saint by the pro-human Kin and a god by the teenagers that attend by the millions the movies he now directs.

APPENDIX IV:

NERVE ROT

Nerve Rot, also known as the Pox, is caused by the bacterium, *Mycobacterium vrykolacis*. The disease attacks the glial sheathing of nerves, slowly destroying their ability to transmit nerve impulses. This causes tingling, numbness, and eventually loss of muscle and reflex control.

The outermost extremities are affected first, and the symptoms work their way slowly in towards the central nervous system. As the nerves are destroyed, the tissues around them wither away slowly and circulatory and glandular systems begin to fail.

Patients in the final phases of Nerve Rot have practically no mind left and very little left of their bodies.

The bacterium is resistant to all known antibiotics. Most magical forms of healing have little or no effect on it either.

This is because any treatment will kill most of the bacteria and send the remainder into a dormant spore phase. Within a few hours the spores hatch into a new strain of disease totally immune to the latest treatment.

Only certain therapies known to Caduceus, and The Kin's own miraculous healing abilities, have any effect on the disease.

CATCHING THE POX

This fearful disease does not pass easily by contact with infected Kin, airborne bacteria, or toilet seats. So far, only humans have been found to carry the disease, but they are not affected themselves. These carriers, showing no symptoms at all, wander about their daily business, perchance meeting a Kin or two.

The bacteria reproduce in some other environment or organism and then are passed on to carriers through unknown mechanisms or vectors.

If a Kin Drains, or has prolonged close physical contact with, an infected human the chance of the Kin catching the infection from the human is 93%.

In addition, something as innocuous as a Kin hugging, shaking hands, or kissing a carrier will give a 17% chance of infection.

Luckily there is only a 3% chance of a human becoming a carrier through even close contact with an infected Kin. Humans, therefore, must pick up the bacteria from some other source. This nearly one-way path of infection may indi-

cate that the bacteria undergoes some changes while in the host bodies.

ENCOUNTERING A CARRIER

The chance of actually encountering a human carrier in any one month is normally 1 in 10,000. Characters having normal contact with The Herd roll a d00 at the beginning of each month, or the CP can roll for them secretly. If the roll is 01, roll a d00 again secretly at the end of the month. If this second roll is another 01, the Kin has encountered a carrier.

In this scenario, the chance of encountering a carrier is greater than normal, so any roll of 01-03 at the beginning and end of the month is a contact. The Kin has a 93% chance of becoming infected from having contacted a carrier that month. The disease will start its progress at this point if the character fails to roll over 93 on a d00.

WHO CAN CATCH NERVE ROT?

Certain Kin cannot contract Nerve Rot at all, while others cannot complete the transfer of bacteria from the carrier under certain conditions.

Ghosts, while incorporeal, are immune. There is nothing for the bacteria to contact. The same is true for inorganic Animates. Scarecrows, statues, or mechanicals have no tissues the disease can affect.

This will not keep these Kin from being irrationally horrified by the prospect and appearance of a Nerve Rot case in its final stages. They don't know they are immune.

CATCHING THE POX FROM A KIN

The chance of one of The Kin contracting the disease from an infected Kin, however, is far less than the chance of encountering a human carrier. The chance is 1 in 1,000,000. That is resolved, in game terms, by three consecutive d00 rolls, made secretly by the CP, all with a result of 01.

Hematech scientists have discovered that the disease cannot be cultured in the standard media

used for human diseases. Human OSVs, or skin bags (see **Hematech Inc.**), are only partially usable: 80% sustain the bacteria but do not encourage growth. The remaining 20% of the human OSVs do not sustain the organism at all.

Only Kin OSVs allow some growth and produce sufficient quantities for research when infected, but not enough for actual weapons use.

THE NERVE ROT CURE

Seven nights of this therapy, Shunting eight times the infected Kin's normal feeding requirement (or 40 SP for those races without feeding requirements) will give it one SP and five FIT, strengthening the patient enough that it can be retaught its Drain Edge.

That is the purpose of much of the restraint equipment and plastic coated padding found in the Nerve Rot Clinic under *IN THE MUSICAL VEIN*. Teaching a Werewolf to Drain can be very messy. A special course of occupational therapy must be undergone for the next three days while maintaining Shunting at the previous level. The infected Kin is prompted through the process of Draining, the therapist working the patient through the process, over and over again.

On the third day, a roll against the zombie's current FIT Score, now 6 after three more days of Shunting, must be made. If successful, the patient will "catch on" and be able to Drain for itself.

If the roll fails, it may be attempted again after three more days of Shunting and therapy.

FIT increases by one point for each three days of Shunting at this level. Every time the roll is tried again, a cumulative -10 modifier is applied to the result. The roll may be attempted a total of four times.

If the patient does not succeed on the last roll, with a -30 modifier, it never will and it is declared incurable. Vesalius has a farm in upstate New York. Incurable victims of the disease stay there, being fed on SP Shunted from animals. While this will not cure them, it does lessen their suffering. The farm also happens to be the closest leg of the Underworld Railroad.

APPENDIX V:

LESTER JUKES MEMORIAL CLINIC

Nick Smith stumbled in through the front door of the clinic, dragging a young woman along beside him. Blood ran down her tattered blouse and down the legs of her jeans. Nick slapped the panic button under the reception window ledge. Dr. Gecko burst through the door within seconds.

"What has happened here, Mr. Smith?" Her voice still had a very heavy accent from her native Swahili, especially when agitated.

"Don't get excited, Doc," Nick muttered. "We need you in human form."

They carried the woman to the examination room and laid her out on the table. Dr. Gecko clucked to herself as she pulled the scraps of the woman's clothing away from the wounds on her chest and belly. Blood still welled up from around the edges of the long gashes. In several places ribs showed white through the blood.

"Again, I ask you, what happened here?"

"Morningstar and I," said Nick, "we had a little difference of opinion. This young lady just happened to get in the way of a Werewolf that was trying to make a point. I figured the only way I could explain those wounds to another doctor would be to drop her in the bear pit at the Bronx Zoo."

"That would not do at all," said Dr. Gecko, returning to her normal reptilian calm once she knew that this was not the start of another factional war. "We'll get her into surgery right away. Have Cinda clean up that arm while you're here too."

One of the many clinics run by Caduceus, the Lester Jukes Memorial provides emergency medical services for Crowleys and Kin. This is particularly vital for the Crowleys. Many times humans associated with The Kin are shot or injured in a fashion that would be difficult to explain to authorities.

This clinic was named for Toast as his only memorial, since he never got a decent funeral. He was embarrassed by the name at first, but he has gotten over it now and just feels honored.

The outside of the building looks like just another brick warehouse on the waterfront. The sign outside reads: "Richison and Sons Electrical Contractors." The front lobby is a tiny 5 foot by 10 foot space with dingy paint and ratty furniture that looks appropriate for a low-rent construction firm.

There is a receptionist window and a door to the rest of the building in the wall across from the entrance door. There is an electronic lock on the wall next to the steel door. The "panic button" that summons help from the back is hidden under the ledge at the window.

There is always at least one doctor on duty, with two nurses in attendance. When there are patients staying in the clinic, extra medical staff are called in to help cover. The staff is made up of Kin and Crowleys that are members of the Caduceus faction. Dr. Gecko, a Were from Liberia, is the Chief of Staff at Lester Jukes Memorial. Southern Comfrey helps when not on duty at the Nerve Rot clinic.

THE EXAMINATION ROOM

The first room inside the clinic is the examination room. It has two stainless steel gurneys in the center of the room and medical supplies around the walls.

A full cardiac crash cart is here, with all necessary supplies and equipment to resuscitate a patient in cardiac arrest. Oxygen, anesthetics, and a basic surgical kit are here for outpatient and emergency surgery. The clinic's portable X-ray machine is kept in the corner. When used this setup gives a -30 on all rolls against the First Aid Skill.

PRIVATE ROOMS

Down the hall there are four rooms equivalent to private hospital rooms. Each of these rooms has an electric hospital bed, a television, and cupboards storing linens and basic hospital supplies. There is a single wingback chair for visitors, allegedly designed to be very comfortable for sitting, but guaranteed to cripple those who attempt to sleep in it. There are no windows in these rooms.

THE WARD

There is a ward across the hall from these private rooms. It has beds and supplies for sixteen. A television and VCR on a rolling cart is at one end of the room. A nurses station is on the other end of the room.

The ward is seldom used, as there are rarely more than four patients in the clinic at any one time. The nurses station there has become a second break room and a location for various illicit

activities. The last time Dr. Gecko checked the VCR, *Debbie Does Death Row*, a snuff & stuff flick, was still in the deck.

PHARMACY AND LAB

Further down the hall is the combined pharmacy and lab. A locked cabinet holds a broad range of drugs necessary for normal medical operations. The analytical equipment there can do most blood or urine tests needed. Only 2% of the time is a test required that they cannot perform in the clinic. In these cases the doctor and patient must do without or report to the nearest hospital.

One corner of the lab is occupied by the bulky developer for X-ray plates, a machine about half the size of a refrigerator. A wide array of glassware hangs from wall racks next to the sink.

Near the sink, there is a incubator for bacterial cultures, an autoclave for equipment sterilization, and a refrigerator for storage of reagents and samples. With the technicians' normal disregard for procedure and personal safety, their

food is often found in the same refrigerator as their reagents and specimens.

BREAK ROOM

Next door is the break room. There is a table with seating for six, a refrigerator, a microwave, a coffee maker, and a television. Various odd flyers and documents (upcoming performances of the African Dance Troupe, household items for sale, announcements of medical seminars, the latest Chippendales calendar) are taped to the walls or hung on the bulletin board.

SURGERY

At the end of the hall is the surgery. Double swinging doors are at the entrance. The walls and floor are covered by white tile. There are monitors for two patients, two sets of anesthesia equipment, and three complete surgical instrument sets. Another autoclave is here on the counter to spot sterilize dropped implements. Sterile sponges, gauze, dressings, linen, and other surgical supplies are stored under the counter. Light tables for X-ray viewing are mounted on one wall.

APPENDIX VI:

SKIN BAGS

A skin bag is a living human body, with legs, upper arms, and most of the brain amputated. The technical name for a skin bag is Organic Sustenance Vessel, or OSV. The OSV process was developed by Hematech, Inc., based on the researches of Vesalius.

USES FOR A SKIN BAG

The primary use of a skin bag is the synthesis of biomedical products.

Blood: A normal skin bag has the equivalent of 50 SP in blood, about twice as much as a normal human body. Since the lower arms and the legs are gone, most of this blood is stored in a reservoir attached to the back of the skin bag. The production of blood is artificially stimulated, allowing a skin bag to produce 20 SP worth of blood daily.

Bone Marrow: The upper arms and hip bones are the major bone marrow production

sites for a skin bag. Like blood, the production of bone marrow is artificially stimulated.

Blood serums and antibodies: Due to the enhanced blood production, a large amount of serums and antibodies (used in vaccines) can be produced by a skin bag.

Nerve Rot: Only Kin OSVs (also known as Kin bags, can be used to produce the nerve rot bacteria. Some human OSVs may be infected as testing with nerve rot goes on.

Donor Organs: These skin bags are used to produce blood until the time comes to harvest the organs. Needless to say, this ends the usefulness of the the skin bag.

Fetal Tissue: Fetal Tissue is cultured and maintained in a neotenus state within the OSV. The tissue culture must be started by injecting the bag with cells from another culture. Fetal tissue is used to treat diabetes and Alzheimer's Disease. It is also used to feed Kin bags and enhance their natural healing rate. This is currently an active and profitable line of research at Hematech.

PRODUCTION PROCESS

The production of skin bags and Kin bags is handled by automated machinery.

The first step is the amputation of the arms, just above the elbow. End caps are attached to the bones, outfitted with eyebolts to facilitate storage.

The legs are then amputated at the hip, with the femur being completely removed. Holes are drilled in the hip bone, and a support ring is bolted to the body. The flesh is sutured around the ring supports.

Tubes are inserted into the abdomen to facilitate feeding, blood drawing, and life support. A blood reservoir tank is attached to the back.

The skull and face is removed, and most of the brain is ablated. Only the cerebellum and the medulla oblongata remain. These are placed in a protective case and pushed into the neck cavity. The esophagus is connected to the abdominal feeding tube, and the remaining tissues are sutured around the mouth of the trachea after a small filter has been inserted.

What remains of the body is completely depilated and washed.

Finally, the company logo "Hematech," and a bar code to facilitate record keeping are tattooed onto what remains of the upper arm.

KIN BAG PRODUCTION

Kin bags are produced in the same manner as human OSVs, but special fail safes must be used to prevent the regeneration of amputated areas. These fail safes are sutures and caps made of or incorporating substances to which the Kin is vulnerable. The tissues scar around these fail safes, which inhibits the regeneration of limbs or brain tissue.

OSV STORAGE

Skin bags and Kin bags are stored in a clean environment, with temperature and humidity tightly controlled. Lighting alternated between infrared warming and ultraviolet sterilization.

Human OSVs must be kept on life support to assure that respiration and heart rate remains normal. In addition, nutrients are provided.

Kin bags require little in the way of life support. Those Kin who do not have a diet restriction are fed normally. Those who must Drain SP to survive are sustained with special nutrients

produced from fetal tissue. These nutrients cannot replace Draining, they only maintain an OSV in its life support harness.

OSV FITNESS AND SP

The higher brain function of an OSV is completely gone, so the only Basic Ability left to it is FIT. This score is usually at the same level as before the human or Kin was made into an OSV (average of 10 for a human).

Since a skin bag has no LUCK, SP are equal to FIT, but the amount of blood available is usually five times that, or 50 SP. The blood production of skin bags is artificially stimulated, and a reservoir tank is attached to the back to hold the extra blood.

RESTORING KIN BAGS

A human OSV cannot be restored, but a Kin bag may be.

RESURRECTION

The simplest (and most brutal method) is to kill the Kin bag and remove the inhibiting sutures and caps. The Kin will resurrect normally. A Resurrect Kin Spell may be used to speed this process.

FETAL TISSUE NUTRIENT

The second method is to remove the fail safes and speed up the amount of fetal tissue nutrient the Kin is receiving. At full flow, the nutrient will restore one-tenth of the Kin's normal SP per hour. The Kin's brain, limbs, and Basic Abilities will regenerate as SP are restored. This is not a pretty process to watch. The brain and skull will be restored after 30% of the lost SP are restored. Speech and thought will return after 50% of the lost SP are restored. Legs and arms will be usable after 70% of the lost SP are restored.

SHUNTING

Shunting human SP will have the same effect as using the fetal tissue nutrient, though the amount of SP regained depends on the amount of human SP Shunted. Very dense Players may have to be reminded of the human OSVs available.

APPENDIX VII:

PROJECT PROMETHEUS

Project Prometheus is a direct extension of the National Security Council, and completely separated from Target Alpha. It is a clandestine operation, with its very existence unknown to all Target personnel. Unlike Target Alpha, Prometheus will have nothing to do with The Kin. Its charter is to study The Kin, unlock the secret of their abilities, and duplicate them. Biowarfare research is also conducted for clean and total elimination of The Kin when their first goals are achieved. If any Kin appear to threaten any of the goals of their charter, they will be eliminated with as much force as may be considered necessary. A Caduceus safehouse in the tiny town of Antelope Falls, California was harboring Kin who had crossed a Prometheus cover operation. After a convenient "accident" with an Army munitions train, the town doesn't even show up on current maps. The incident has become more famous (but strangely unprovable) than the Boulder incident.

The location of Prometheus headquarters is known only to a few: the NSC director, the President, and the Joint Chiefs of Staff. Most Project Prometheus researches are carried out in decentralized front operations, like Hematech, Inc.

The identity of the Project Prometheus leader, or leaders, is completely obscured. The leader is known by the code name Copellius and an authentication code.

Copellius' security clearance is high enough to have complete access to Target Alpha, CIA, and FBI computer banks. This saves much of the energy normally expended on intelligence gathering for the vital research into the ExtraNatural abilities of The Kin. Prometheus is also connected into many cabinet level government departments, the most useful being Health and Human Services. This provides a steady flow of human "volunteers" from welfare clinics and mental health institutions, all of whom are unlikely to be missed.

PROJECT PROMETHEUS CAPTURE TEAM

Most of the people employed by Project Prometheus are specialists in biochemistry, medicine, and biowarfare research. The person-

nel that Player Characters are likely to meet are, however, are Capture Team Operatives.

The standard Project Prometheus capture team is composed of five operatives (including the team leader and the driver). They are trained to track, capture, and contain most of the known varieties of The Kin.

OPERATIVES

The average Prometheus Project operative is at least fit and as well-trained as a Target Alpha Operative. All operatives have college degrees, most in the biological and physical sciences. Prometheus training concentrates on those sciences as they can be applied to intelligence, survival and combat training.

Average Capture Team Operative

Race:	Human	
STR:	25	PER: 24
DEX:	23	ATT: 12
FIT:	20	LUCK: 40
INT:	15	HTH: 5
WILL:	20	SP: 60
Max Humanity:	50	

Each five member team has these specialized positions: the Team Leader, Driver, Tracker, Medic, and Paranormal. Special expanded teams intended to assess the Project's biowarfare experiments field a second Tracker and an operative dedicated to Bioscience. The Skills for each position are shown below

TEAM LEADER

Automatic Rifle (55)
Martial Arts, Hard (30)
Pistol (30)
Administration (80)
City Knowledge, General (45)
Communications (20)
Diplomacy (25)
First Aid (20)
Kin Lore (75)
Leadership (25)
Memory Training (40)
Persuasion (35)
Photography (20)
Science (35): Pick one from Biology, Biochemistry, Chemistry, Physics, Zoology,

Appendix VII: Project Prometheus

Microbiology, Ecology, Psychology, or
Sociology
Stealth (20)
Streetwise (20)
Surveillance (50)
Tailing (20)

DRIVER

Automatic Rifle (30)
Martial Arts, Hard (30)
Pistol (30)
Administration (20)
City Knowledge, General (70)
Communications (35)
Driving (75)
First Aid (20)
Kin Lore (50)
Mechanics (35)
Memory Training (40)
Photography (20)
Science (35): Pick one from Biology,
Biochemistry, Chemistry, Physics, Zoology,
Microbiology, Ecology, Psychology, or
Sociology
Stealth (20)
Streetwise (20)
Surveillance (80)
Tailing (50)

TRACKER

Automatic Rifle (55)
Martial Arts, Hard (55)
Pistol (55)
Administration (20)
Alertness (50)
City Knowledge, General (70)
City Knowledge, Kin Haunts (50)
Explosives (30)
First Aid (20)
Kin Lore (75)
Memory Training (40)
Photography (20)
Science (pick one from Biology, Biochemistry,
Chemistry, Physics, Zoology, Microbiology,
Ecology, Psychology, or Sociology) (35)
Stealth (45)
Streetwise (45)
Surveillance (50)
Tailing (45)
Tracking (60), Rifle (60)

MEDIC

Automatic Rifle (30)
Martial Arts, Hard (30)
Pistol (30)

Administration (20)
City Knowledge, General (20)
First Aid (100)
Kin Lore (50)
Medicine (70)
Memory Training (40)
Pharmacology (70)
Photography (20)
Science (35): Pick one from Physics, Zoology,
Ecology, Psychology, or Sociology, or add
score to one of the sciences below
Science, Biochemistry (35)
Science, Biology (35)
Science, Chemistry (35)
Science, Microbiology (70)
Stealth (20)
Streetwise (20)
Surveillance (50)
Tailing (20)

PARANORMAL

Automatic Rifle (30)
Martial Arts, Hard (30)
Pistol (30)
Administration (20)
City Knowledge, General (20)
First Aid (20)
History, Eastern Seaboard Occult (100)
Kin Lore (100)
Memory Training (40)
Occult Etiquette (100)
Occult Knowledge (100)
Photography (75)
Science (35): Pick one from Biology,
Biochemistry, Chemistry, Physics, Zoology,
Microbiology, Ecology, Psychology, or
Sociology
Stealth (20)
Streetwise (20)
Surveillance (100)
Tailing (20)

BIOSCIENCE

Automatic Rifle (30)
Martial Arts, Hard (30)
Pistol (30)
Administration (20)
City Knowledge, General (20)
First Aid (70)
Kin Lore (50)
Memory Training (40)
Pharmacology (50)
Photography (20)
Science (35): Pick one from Chemistry,
Physics, Ecology, Psychology, or

Sociology, or add score to one of the sciences below
Science, Biochemistry (50)
Science, Biology (50)
Science, Botany (50)
Science, Microbiology (50)
Science, Zoology (50)
Stealth (20)
Streetwise (20)
Surveillance (50)
Tailing (20)

ARMAMENT

Each operative is armed with an Atchisson Assault rifle, a twelve gauge shotgun capable of single fire or full automatic operation. The magazine holds 20 rounds. These loads are a combination of 00 buckshot made of silver, cold iron, wood, and flint. This is the standard Target Alpha Combination Load. The damage done to the target depends on the type of target.

- 20 points of damage against humans and Kin who are not vulnerable to any of the substances in the load. Armor Edge operates normally.
- 10 points of damage against any Kin with Armor Edge who are vulnerable to one of the materials used, ignore Armor Edge.

As a backup, all team members including the driver carry a 9 mm Beretta automatic as a side arm. The magazine holds 15 rounds. The rounds used are much like Target Alpha's layered silver, wood, cold iron, and flint bullets, only with hollow points. These projectiles inflict 15 points of Damage Potential on humans and non-vulnerable Kin, and 8 Damage Potential on vulnerable Kin, ignoring all Armor Edges.

The team members known as Trackers also carry the more advanced, and far more expensive, Little Mike Assault Rifles. These are composed of a tandem mount UV laser and maser firing a high energy burst of ultraviolet light and microwaves. The UV simulates sunlight and the microwaves are tuned to the resonance frequency of water. They are totally silent and inflict 35 Damage Potential. If the target has the flaw of Environmental Harm (sunlight), add the amount of Environmental Harm damage per BT to the 35 Damage Potential of the weapon and ignore any Armor Edge Score. Three shots can be fired on a single charge of the rifle's battery magazine.

ARMOR

The moonsuit, as it is referred to by The Kin, is a protective garment of rubber-coated ballistic cloth over a brigandine of titanium alloy plates riveted between layers of Kevlar. Armored padding, held in place with silver plated rivets, reinforces the knees, elbows, wrists, and shoulders. A heavy-duty riot helmet with Lexan face-screen protects the head. The armor covers 80% of the body and can mimic the effects of the Armor Edge. The Armor Score is 10. Over this Armor is the environmental containment layer. This layer will be breached by any attack with a sharp object that does damage to the wearer. The suit is not fireproof. Armor-piercing ammunition will ignore the effects of this armor.

The lightweight backpack carries air and coolant to keep the wearer comfortably isolated for eight hours. Emergency food and water dispensers are built into the helmet along with a radio headset. Nightvision, infrared, and computer displays can be flashed onto the Lexan face screen for the operative to read.

Any other information available to the on-board Daedalus II computer can be flashed in the same way. The computer is designed to take voice commands from the suit's wearer. Each suit has a built-in GPST, a satellite-linked emergency homing beacon that operates continuously in field maneuvers and can transmit up to 72 hours. A successful Computer Operation Skill Roll, and the proper frequency, are needed to track them. The complete pack and suit weighs 35 pounds.

TRANSPORT

The standard Prometheus Project vehicle is a late model step van. The van has a high performance diesel power plant capable of bringing it to a top speed of eighty miles an hour in twelve seconds. The frame is specially reinforced for ramming barricades and the suspension is equally strengthened to withstand the pounding under heavy loads. The skin is armor plated and has an Armor Score of 100. It would take explosives or an antitank weapon to breach it.

As a weapon of desperation, the claymore of Viet Nam era usage has been modified for use against The Kin. Four hundred small explosive canisters are hidden in a recessed channel around the entire van. These canisters also hold the anti-Kin combination pellets used in the assault rifles. When the claymorets are triggered, the pellets are thrown outwards from the van in a highly destructive cloud. All foliage and trees less than

Appendix VII: Project Prometheus

two inches in diameter will be cleared for a distance of twenty feet. All targets within that range will automatically take 125 Damage Potential. If a target is vulnerable to one of the materials, ignore the Armor Edge. This weapon will only be used in the direst of circumstances, such as the loss of two or more personnel and continued attack.

The rear compartment has seating for four, gun lockers, special containment and restraint gurneys, and medical equipment that can be used for captured Kin or injured operatives. Oxygen, blood plasma, dressings, drugs, and surgical equipment are available and will give a -50 modifier to all First Aid and Medicine rolls.

The front compartment is separate from the rear and sealed against atmosphere, though connected to the rear by intercom. Shortwave radio, cellular phone, Dad II computer, and scrambler are mounted around the passenger seat in front, along with the most sophisticated surveillance equipment (IR, Nightvision, Pheromone Sensors, and Parabolic Microphones). A spare Atchisson with a full clip is mounted in a locking stanchion.

These vans may be disguised as belonging to: Krispy Krunchy Kreme Doughnuts, The Post, Tasty Good Humor Cone Company distribution, NYPD SWAT, The New Mime Troupe, Manna

From Heaven Bakery, Con Ed, New York Sewer Authority, etc.

TACTICS

Prometheus uses many methods to effect the capture of specimens. In some cases, female operatives are sent as decoys to clubs where Kin are known to be hunting. With their knowledge of Kin Lore, they can identify the hunters and approach them as supposed prey. If the decoy makes contact, she leads the Kin back to "her place." This is a specially prepared apartment where a Capture Team can lay in wait, hidden in secret chambers behind false walls. A quick escape tunnel is left for the decoy in the bathroom.

The easiest captures are the Nerve Rot cases, when they can be found. Heavy duty wire mesh nets, coated in black plastic to avoid cutting the subject or the containment suits, are used then.

Sometimes use "baited fields" to capture persistent hunters in specific areas. Female operatives are set walking through the high risk area under the surveillance of a capture team in one of their special vehicles. At the first sign of Kin, the team rushes the ExtraNatural in a full assault.

In all cases, a backup team is available to reinforce a capture team under Kin attack or to provide a safe fallback position for a retreat.

APPENDIX VIII: THE BLACK MARKET

"Here we are," said Bloodin' Gutz as he and Toast turned into the alley. "Welcome to the black market."

Toast lowered his shades to scope his surroundings.

"All I see is a bunch of guys hanging around the dumpsters," he said.

"The important thing," Bloodin' replied, "is to talk to the right guy standing next to the right dumpster." He snapped the collar of his leather jacket up around his neck.

"Let me do all the talking," the Werewolf continued. "Gino has a real problem with freaks and burnouts."

Toast gave Bloodin' a lidless glance over the tops of his sunglasses. "And he does business with you? Not a very discerning thug, is he?"

A good third of New York's economy is the black market, where items illegally acquired, or illegal to own, are purchased or traded. Fences, professional dealers in stolen goods, also operate within the black market, though they are a separate profession.

Vesalius has frequent contact with black marketers for his medical supplies, just as many back alley abortion clinics and underground AIDS treatment centers do. In many cases, his "lifestyle volunteers" have recreational drugs in their possession which he trades for more practical pharmaceuticals and equipment.

Here is a price listing of some of the items available on the black market. An item will usually cost two to three times as much on the black market as the open market. Barter and ex-

change are frequent methods of payment, though.

The prices listed below are for the current black market value. A successful Criminal Business or Persuasion Skill Roll will reduce prices 25%. A failed roll will *increase* prices 50%.

Fences will pay 10-20% of a stolen item's retail value to the thieves. In turn, the fence will sell the stolen goods at 50-70% of their value.

The Criminal Business Skill Rolls apply to adjusting the prices for the thief dealing with fences too. In these cases, a successful roll against the Criminal Business Skill will increase prices received by the thief 25% and failures will reduce their earnings by 50%. Fences also will sometimes engage in volume discounts in sales to trusted and regular customers.

A successful roll against the Streetwise Skill must be made to make contact with the black marketeer who is selling or buying the item you have in mind. A roll against City Knowledge (general) may be substituted for Streetwise with a modifier of +40.

MEDICAL SUPPLIES

INJECTABLE ANTIBIOTICS

Penicillin, 10 cc	\$25
Penicillin, 24 vial case.....	\$500
Gentamycin, 10 cc.....	\$35
Streptomycin, 10 cc	\$35

ORAL ANTIBIOTICS

Erythromycin, 50 pills	\$30
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PAIN KILLERS

Demerol, 10 cc	\$75
Codeine, 10 cc	\$50
Morphine, 10 cc.....	\$100
Darvon, 50 pills.....	\$250
Percoset, 20 pills.....	\$250

TRANQUILIZERS

Valium, 50 pills	\$50
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SLEEP INDUCERS

Haldol, 50 pills.....	\$25
Dalmane, 50 pills	\$45

MOOD ELEVATORS

Elavil, 50 pills.....	\$150
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SURGICAL THERAPIES

Epinephrine (adrenaline derivative for stimulation of heart and counter- ing allergenic reactions), 10 cc	\$80
Thrombolin (blood clotting factor), 10 cc.....	\$300
Coumanin (blood thinner adminis- tered to skin bags to maintain blood flow), 10 cc	\$75
Sodium Pentothal (hypnotic anes- thetic), 10 cc.....	\$50
Anectine (curare derivative muscle relaxant used in abdominal surgery), 10 cc	\$35

SURGICAL EQUIPMENT

Hemostat	\$20
Scalpel	\$25
Scalpels, disposable, dozen.....	\$20
Surgical Kit, basic.....	\$3,000
Surgical Kit, complete	\$15,000
Anesthesia equipment	\$2,000
Oxygen cylinder	\$100
Vital Signs Monitor	\$5,000
Surgical Table.....	\$250
Surgical Lights.....	\$350
Portable X-ray	\$25,000

RECREATIONAL DRUGS

Crack (crystalline form of cocaine taken by smoking), per dose	\$15
Cocaine, ounce	\$400
Ice (crystalline form of metham- phetamine taken by smoking), per dose.....	\$25
Marijuana, half ounce.....	\$10
Hashish, ounce	\$50
Heroin, gram.....	\$30
Acid (lysergic acid, or LSD), per dose.....	\$25
Ecstasy (First, and most popular, de- signer drug), per dose.....	\$25
Nitrous Oxide, 3 vials	\$15
Uppers, 50 pills	\$250
Downers, 50 pills	\$250
Poppers (Responsible for many deaths by heart failure), 1 oz vial	\$10

CONSUMER GOODS

Cellular Telephone	\$400
Car Stereo, Factory issue.....	\$50
Car Stereo, Deluxe	\$100
DAT tape player	\$250
EWI (Electronic Wind Instrument).....	\$1,200

SOFTWARE

MIDI Controller (Program to control multiple tracks of music on multiple instruments)	\$95
Decrypter (decodes encrypted files)	\$65
Computer Security Breaker (program designed to defeat logon passwords)	\$45

WEAPONS

Saturday Night Special	\$100
Uzi	\$2,500
AK-47	\$2,000
M-16	\$2,000
Atchisson Assault Rifle	\$500
M-203 (over and under M-16 and Grenade Launcher)	\$3,500

LAW rocket (disposable one-shot rocket launcher)	\$1,600
C-4, 1 lb. block (plastic explosive)	\$200
Hand Grenades, case of 20	\$550
Baseballs (antipersonnel shrapnel devices, single components of canister bombs), case of 10	\$3,000
Claymore (antipersonnel mine)	\$500
Claymorets (shotgun shell sized antipersonnel devices mounted on vehicles in series), box of 25	\$350
Claymore mounting and ignition system	\$500
Claymorets, Anti-Kin, box of 25	\$2,000
Switchblade	\$50
Balasing (Philippine butterfly knife)	\$32
Teflon Bullets, box of 50	\$2,000
Anti-Kin Loads, box of 50	\$10,000

APPENDIX IX:

MO' SLANG

Bleacher Seats: An area of a Kin oriented clubs where humans are allowed, more often than not as potential victims (hence bleachers). The phrase "No Bleacher Seats" does not mean that humans are excluded completely from the club, but that at least some portion is Kin only.

Coolie Tanks: culture tanks of genetically engineered *E. coli* in a nutrient suspension that produce blood plasma, insulin, interferon, etc.

EW: short for **EWI: Electronic Wind Instrument.** Synthesizer input played with the same musical techniques as a clarinet or saxophone. EW also refers to Electronic Warfare. The instrument, properly played in Resurrection style, is an instrument of assault.

OSV: Organic Sustenance Vessel, the proper name for the skin bag.

Pithed & stumped: a body with the forearms, lower extremities, head, and most of the brain removed; a body made into a skin bag.

Rap: Music form where lyrics are chanted to sampled sounds, rhythms, and music. Many themes to old TV programs and Movies are used.

Resurrection: new music movement of mid 90's born of jazz, R & B, and heavy metal. Emphasizes sophisticated chord progressions, complex rhythms, and sheer energy.

Snuff & Stuff flick: a recent variation on the snuff film. A human victim is first seduced, believing they are in a normal X-rated film, and then killed by their Kin partner. The killing is usually done by Drain, especially if the Kin partner is of a race that has a messy method of Drain.

Scat: Improvisational Vocal Jazz form. Also referred to as "Be-bop." Nonsense words and sounds are fitted to the tune in an ad-lib fashion.

Scud: To consistently fall short of one's goals. One who is always off target or only succeeds by accident. To miss.

Skin Bags: truncated, living human bodies used to culture viruses, produce and store blood, and other Hematech products. Rigged with serving taps in Kin bars.

Vocalese: Similar to Scat, except real words strung together in meaningful sentences are used. Blinding speed in execution is considered the highest achievement.

APPENDIX X: DINING ON THE WATERFRONT

Tired of feasting on the same generic herd? Need some seasoning in your diet? Something new to tantalize your palate? Kin, your prayers have been answered! This hunting encounter system, designed with the island of Manhattan in mind, will add zest to those boring hunting trips. Remember, variety is the spice of (un)life!

If any Kin need to feed, the CP tells them the hour of the game day, and asks their Players to decide which of the twelve areas (or types of neighborhoods) their Kin wishes to search for quarry. The CP may also ask Players if their Kin wish to hunt during breaks in the action of a scenario.

Once the area is selected (see below for area descriptions), the CP describes the area. This is recommended when new Players are present, but is probably unnecessary after a few gaming sessions.

NEIGHBORHOODS AND AREAS

ALLEY

This is the typical alley with trash dumpsters, graffiti, and poor lighting. Most illegal business transactions will occur here.

Use this column for Alley encounters not in a specific area, such as the Dead Zone, Residential District, Theater District, Business District, and Dockyard & Warehouse District. The prey might be easier to catch here, but more of them suffer from drug addiction and alcoholism.

BUSINESS DISTRICT

This is the area of glass and concrete skyscrapers, high finance, and high office rentals. This is Wall Street and the immediately surrounding streets. On a map of Manhattan, it would be the area south of Fulton Street.

CLUB

Not a three foot piece of oak, but any encounter inside a nightclub or bar. Very active, since Kin make contact with most of their prey on the club circuit. Note: clubs do not open before twelve noon. For early morning encounters, use the Dead Zone section of the table.

DEAD ZONE

This is the area around Kin controlled clubs, but not inside them. The hunting list includes

people refused admission to the club and those the bouncer pitched out the back door.

DOCKYARD & WAREHOUSE

Though there are Docks and Warehouses all across New York City, a typical area is west from Seventh Avenue to the Hudson River, between Fourteenth Street and Reade Street.

PARK

Use this column for any encounter in a park or recreation area. Remember there is more than just Central Park on Manhattan Island.

RESIDENTIAL DISTRICT

This is where the upper middle class and above live. Streets, buildings, and sidewalks are all well maintained. An example would be the Gold Coast along the East River south of 96th.

SEWER

Sewers can be rich hunting grounds, especially if the Kin is hunting animals instead of humans. The sewers are dangerous, however, with a chance to run into an assortment of enemies. To give Player Characters an idea of what hunting in the sewers is like, you may wish to read the passage found in Special Sewer Encounters near the end of this Appendix.

STREET

This represents any street encounter not covered by the other areas.

SUBWAY

This is from turnstile in to turnstile out, including subway cars, loading platforms, tunnels, and access tunnels.

TENEMENT BUILDING

This is row upon row of dirty brownstone flats. This also includes project housing. A typical area would be Morningside Avenue to the East River, from Central Park North to 155th Street.

THEATER DISTRICT

Broadway, the avenue of dreams, and the streets nearby comprise the Theater District. It is busy during the day with tryouts and rehearsals

Appendix X: Dining on the Waterfront

and at night with plays and operas. Broadway between 42nd and 55th is the heart of the Theater District.

USING THE HUNTING SYSTEM

Note: The Hunting System is meant to be used when hunting humans. Animals such as rats, cats, and dogs can usually be found in profusion, and Kin feeding on them don't need to make any special rolls. Some animals (and other Kin) are included as encounters in the Hunting system to add a bit of spice to the chase.

Once the time and area of the hunt has been chosen, the CP rolls on Table I to determine whether or not the hunt is successful. The CP follows the guidelines listed in Table I.

If the search is successful (a result of 1-6 on a 1d10 roll), the CP then rolls 1d10 (treating a result of 10 as a 0) on Table II, and counts down a number of rows equal to the result, using the hunting time as the starting row. The resulting number is looked up in the key to prey on the pages following Table II. The CP gives a visual description of the prey (NOT the type or name). The hunting Kin may elect to attack or wait for an easier target. If the Kin attack, play through the encounter. If the Kin decide to wait and attack someone else, they may continue to hunt in the same area, or move to a different neighborhood. The CP rolls again on Table I one hour later.

If the search is unsuccessful (a result of 7 or 8 on the 1d10 roll), the CP informs the characters of that fact. If the character wants to continue hunting, they may select a different area or stay in the same neighborhood. The CP consults Table I again, running through the same steps cited above, as if it was one hour later than previously announced.

If a special encounter occurs (a result of 9 or 10 on the 1d10 roll), the CP gets to have some fun at the Player's expense. It is recommended that the CP think through the possible results before actually using them in a campaign.

TABLE I

Roll 1d10 and follow the instructions given for the result.

1-6 The search is successful.

Go to Table II to determine what the hunt has flushed.

7-8 The search is unsuccessful.

The Kin has the option to quit, continue the search in the same area, or move the search to a

different area. Roll 1d10 and multiply by 10 to determine how many minutes of game time pass. The CP rolls again on Table I.

9 Kin Encounter.

How this encounter is run is entirely up to the CP. Some of the many options include:

- If not using the Aura Sight Edge, the hunting Kin might accidentally attack another Kin.
- The reverse of (a). A hunting Kin (NPC) failed to use Aura Sight before attacking a character. (If this is towards the end of the adventure, maybe someone trying to settle a difference?)
- The CP can use the encounter to introduce a NPC Kin. (One or the other used Aura Sight, or they simply recognized each other as Kin. This is an excellent way to pass rumors to the Player Characters, or for the PCs to meet members of the more unusual races of Kin.
- The CP might also introduce a special Crowley (such as Nick Smith, a Sorcerer, etc.).

10 Other Encounter.

You may roll a d00 on the table below or the "City Encounters: Cruisin'" table from *NIGHTLIFE* to generate encounters for this section. The choice is up to you. Some encounters on the table below are specifically tied to *IN THE MUSICAL VEIN*. If you wish to use the table below for scenarios, and encounters do not fit, just ignore or modify them.

Roll Encounter

- Tasty Good Humor Cone Company truck (or Manna From Heaven Bakery truck, etc.) stops to make deliveries or sell their wares. 10% chance it is a disguised Project Prometheus step van, and you're the next parcel for pickup.
- Something strange comes up from the sewer or the Wormholes. The CP can choose from albino alligators, mutant goldfish, rats on a rampage, sewer gas, a Wormhole denizen, a lost sewer worker, a sewer inspection robot gone berserk, the latest innocuous experiment by Vector Frankenstein, etc.
- The Kin with the most expensive clothing (or the highest Fashion Sense Skill Score) gets white washed by a flock of pigeons. (Talk about pigeons from Hell! These will deliberately dive bomb you!)

- 04 Van Helsing Society stakes, two per PC present, armed with iron knives and silver tipped spears, attack.
- 05 The Gorehound of a Kin who is now missing finally got loose and is searching for prey. You are the first thing it finds. If in a group, it will attack whoever has the highest Humanity score.
- 06 Pariah approaching. Tell me Jack, do you feel lucky? If not, why not hunt somewhere else.
- 07 The Laughter Factory (see *MAGIC*, Kin Factions section) is looking for recruits. If you're not insane, they'll beat you senseless. You are jumped by some Yucks, 2 per PC.
- 08-09 The Fruit of Eden saw you consorting with humans at *IN THE MUSICAL VEIN*, without feeding on them. They believe you are a threat to the rest of inhuman society. 3 per PC decide to teach you a lesson.
- 10 As you approach Bob's Electronics Store, one Virus Member, one per PC Virus Agent, and one Virus Dog (see *MAGIC*, More Races section) enter the street. By your dress and hairstyle, you are obviously individuals. Virus doesn't like individuality. Fight or flee, as your tastes dictate.
- 11-15 A group of enforcers from a faction opposite your orientation, one per PC present, trap you in a dead end alley.
- 16-20 You stumble onto a drug transaction. 30% chance one or both parties think you are the police and open fire.
- 21-29 You just blundered onto a criminal act in progress. (CP's choice: rape, burglary, assault and battery, robbery, enforcers collecting protection money, etc.) 10% chance you are caught in any crossfire, 10% chance someone yells that the cops have arrived, and everyone looks at you.
- 30 The driver of The Magic Bus (see *NIGHTLIFE*, The Subculture of The Kin section) mistakes you for a potential Bumper Sticker and nearly runs you over. After apologies are made, you are invited on board.
- 31-40 Accosted by a street person panhandling.
- 41-50 Close call with traffic as you try to cross a street. If this is not applicable, shift up one category.
- 51-60 Accosted by 1d10 street types, panhandling. If the character refuses, things could get ugly.
- 61-70 Would-be herd muggers, one per PC present, armed with knives. One has a .38 Special.
- 71-80 A gang of muggers, numbering two per PC present. Armed as above.
- 81-90 A gang of Kin youth looking for some rowdy fun, 1 per PC present. They are armed with knives, baseball bats, and one Uzi.
- 91-92 You just stumbled onto someone's turf, and they've decided to teach you a lesson. Three Gang members per PC present, mostly armed with small guns, a few sawed-off shotguns, and one or two Uzis.
- 93-94 NYPD. New York's finest are searching for weapons and proof of gang affiliation. Two officers per PC present.
- 95 A Target Alpha Control Team with normal armament.
- 96 Skinthieves.
- 97 A Zipperhead Gang, one per PC present, looking for a late snack.
- 98 Tapefaces, one per PC present
- 99 Suckers, one per PC present. If the encounter is underground, two per PC present.
- 00 You encounter a Stage IV Nerve Rot victim. Caduceus will be grateful if you bring it to them.

HUNTING TABLE

If a 1-6 was rolled on Table I (see above), then the CP rolls on the Hunting Table to determine what is encountered. Cross-reference the time of day or night and the area of the hunt. Using that cell of the table as a starting point, roll 1d10. If the result is a 10, it is treated as a zero, and the starting cell is the encounter. For any other result, count down the column (again, using the starting cell as zero, and the one below it as one) for the appropriate number of cells. The cell reached by counting is the cell corresponding to the encounter. Each cell contains a number corresponding to one of the encounters on the following pages. Please note that the times listed are for the starting cell only. Once you begin counting, ignore the times corresponding to the encounter.

Area and Neighborhood Types

- 1 Alley
- 2 Business District
- 3 Club
- 4 Dead Zone

- 5 Dockyard & Warehouse
- 6 Park
- 7 Residential District
- 8 Sewer

- 9 Street
- 10 Subway
- 11 Tenement Building
- 12 Theater District

Time	1	2	3	4	5	6	7	8	9	10	11	12
6 AM	32	33	-	10	16	7	17	21	17	20	22	27
7 AM	22	15	-	14	5	12	22	41	3	33	35	39
8 AM	21	19	-	31	7	42	12	5	5	15	40	38
9 AM	5	8	-	45	22	25	29	2	39	23	24	30
10 AM	14	38	-	35	17	32	1	47	10	21	9	36
11 AM	13	6	-	22	21	39	19	22	12	34	29	15
12 PM	30	13	16	26	10	3	32	46	34	39	1	42
1 PM	2	9	19	21	26	11	39	41	36	41	11	24
2 PM	28	10	27	41	46	38	15	4	38	24	16	11
3 PM	41	40	31	4	31	17	25	13	29	10	2	1
4 PM	20	33	39	30	14	7	5	22	25	32	21	37
5 PM	22	15	33	37	20	6	17	26	32	36	27	39
6 PM	37	23	13	28	35	36	12	47	6	1	37	10
7 PM	16	8	11	40	22	25	29	22	24	35	38	19
8 PM	5	38	24	39	17	32	23	46	10	25	9	44
9 PM	14	6	44	13	7	22	3	41	40	27	25	40
10 PM	30	19	43	26	10	12	22	4	7	3	10	36
11 PM	2	9	14	36	13	37	32	30	14	39	17	24
12 AM	4	42	1	34	26	10	43	41	43	11	16	11
1 AM	41	40	8	42	31	43	13	4	16	10	2	1
2 AM	10	41	15	38	16	4	10	22	44	37	28	43
3 AM	28	15	23	10	30	41	8	5	37	43	32	34
4 AM	37	23	31	44	20	30	45	13	45	33	13	10
5 AM	13	14	11	27	28	13	17	47	28	30	33	26
	26	27	18	31	4	2	30	46	3	22	9	42
	16	22	44	43	37	34	24	2	40	41	3	39
	30	4	3	40	2	5	9	37	13	4	15	13
	2	9	14	41	13	37	22	41	21	27	23	18
	4	10	13	4	26	10	19	4	17	18	39	27
	41	40	43	18	31	17	32	47	30	10	2	21
	10	27	35	20	45	12	10	2	14	37	18	41
	45	41	27	37	21	41	11	4	4	21	32	4
	31	36	39	30	20	1	45	30	45	37	38	30

KEY TO PREY

The values given for drugs and alcohol do not reflect the actual percentages of the people of New York City who use these substances. These values are only the percentages that might have enough in their system to actually affect a hunting, and feeding, Kin.

Note: Unless specified otherwise, all Skills for prey have a score of 40.

1) Actor/Actress

STR: 12/9 PER: 11/11
DEX: 18/20 ATT: 18/20
FIT: 14/13 LUCK: 13/13
INT: 12/12 HTH: 2/2
WILL: 10/12 SP: 27/26

Skills: Breakaway; Acting; Disguise; Fashion Sense; Mime; Seduction

Description: 50% chance this is the actor (use first set of scores), 50% chance actress (use second set of scores). A young male or female, definitely attractive, usually dressed quite casually. Only discernible from other young victims when carrying a script or paperbacks of Stanislavski's *Method of Acting* or collections of plays. There is a 10% chance there is alcohol in their blood system, and a 10% chance for the presence of recreational drugs. The most likely substances would be pot or cocaine. There is a 10% chance they are famous, or socially or romantically linked to someone who is. If this is the case, their disappearance would cause a media feeding frenzy.

Typical activities that actors and actresses might be found doing are: Practicing lines or moves, auditioning for a part, talking to their agent from a pay phone, mugging for photographers to gain publicity, attending acting class, travelling between home and restaurant (or bar) where they work, being on location for a film shoot, sleeping, or shopping. If addicted, shopping for drugs or alcohol.

2) Addict

STR: 10 PER: 8
DEX: 8 ATT: 9
FIT: 7 LUCK: 6
INT: 8 HTH: 2
WILL: 8 SP: 13

Skills: Knife; Business, Criminal (Drugs); Lying; Streetwise

Description: A sickly specimen, usually wearing old jeans and ratty sneakers. Almost always wears long-sleeved shirts to cover the

sites of injection. An Addict's coordination is highly impaired and their awareness of their surroundings is highly variable. There is a 60% chance of recreational drugs, and a 20% chance of alcohol, in their system. The most common are crack and ice, with heroin coming in a distant third.



Typical activities that addicts might be found doing are: Looking for drugs or alcohol (or both), sleeping off the effects of the addiction, travelling between drug buy site and home, looking for some quick and easy money, or going to work (CP gets to pick a profession not otherwise listed).

3) Athlete

STR: 15 PER: 9
DEX: 16 ATT: 16
FIT: 17 LUCK: 12
INT: 10 HTH: 3
WILL: 12 SP: 29

Skills: Breakaway; Bicycles; City Knowledge, Parks; Fishing; Gambling; Throwing

Description: This is the office jock, not a sports professional. He is good at softball, volleyball, bowling, and touch football, and often organizes the office betting pools.

When he is found on the street, he is dressed in sweats, expensive cross-training shoes, and a knit cap bearing an insignia for the professional team of the CP's choice. There is a 5% chance to find alcohol in his system, usually Mexican beer. If it is baseball season and his team won, then the chance goes up to 50%.

Typical activities for the office athlete include: Jogging, carrying softball equipment (specifically balls and bat), and travelling to or from a professional sporting event.

4) Bag Lady

STR: 9 PER: 10
DEX: 10 ATT: 8
FIT: 9 LUCK: 7
INT: 8 HTH: 2
WILL: 8 SP: 16

Skills: Scavenging; Streetwise

Description: Bag ladies always look incredibly fat because they constantly wear their entire wardrobe. The twelve layers of clothing act as passive armor for all attacks to the torso area, a +50 modifier to the Combat Skill Roll. There is a 15% chance to find alcohol in her system, most often cheap wine (the kind that comes in screw top bottles). Several of the empty bottles, tops, and paper bags can be found in her shopping bags. 50% are mentally disturbed.

Typical bag lady activities include: Looking for food, looking for a place to stay and get warm, begging for money, scrounging for anything useful or that might be sold for money such as recyclable aluminum cans, or sitting on a bench and daydreaming.

5) Bellevue Client

STR: 15(30) PER: 8
DEX: 8(16) ATT: 7
FIT: 9 LUCK: 15
INT: 7 HTH: 3(6)
WILL: 12 SP: 24

Skills: Streetwise

Description: Recently released from Bellevue due to space and budgetary restrictions, not because he has been cured. His appearance is almost identical to the Addict's. If in an agitated state (30% chance), STR and DEX will be doubled. If approached by someone that appears to be a city official or in a position of power, the chance of agitation increases to 50%. 25% chance of alcohol in his system, a 10% chance of illegal drugs, and a 30% chance of prescription drugs equally hazardous to The Kin.

Typical activities include: Looking for food and water, looking for booze or drugs, looking for a place to stay, avoiding the men in the white suits, and talking to their invisible friends.

6) Bicycle Messenger

STR: 13 PER: 11
DEX: 12 ATT: 12
FIT: 17 LUCK: 19
INT: 10 HTH: 3
WILL: 10 SP: 36

Skills: Bicycles; City Knowledge, Streets and General

Description: 40% chance on bicycle and uncatchable on foot, except by Kin with the Speed Edge.

Typical activities are: Delivering messages, weaving maniacally between moving cars, going to or phoning into HQ for the next assignment, eating, or sleeping.

7) Body Builder

STR: 25 PER: 9
DEX: 12 ATT: 15
FIT: 18 LUCK: 11
INT: 8 HTH: 5
WILL: 11 SP: 29

Skills: Ambidexterity (25% chance); City Knowledge, Gyms and Parks; Intimidation; Swimming

Description: Typical musclebound Atlas. Do you want to be a pretzel? 30% chance he uses steroids. Often finds employment as a delivery man or piano mover.

Typical activities for a body builder are: Going to or from gym or work, lifting or moving heavy objects, shopping for fresh food (no preservatives, please), or sleeping or resting after a good workout.

8) Broker/Banker

STR: 10 PER: 11
DEX: 10 ATT: 12
FIT: 11 LUCK: 13
INT: 18 HTH: 2
WILL: 12 SP: 24

Skills: Administration; Business, High

Finance; Driving; Parking; Profession, CPA

Description: This victim is easily recognizable as the archetypal "suit." The quality and cut vary with the success of his business, but the color is almost always gray. Occasionally, a rebel will slip through wearing black or navy blue. He is highly likely to try to bribe or bargain with an attacker. There is a 15% chance of alcohol in his system, usually a martini or perhaps a white wine spritzer. There is a 15% chance he is on recreational drugs. There is also a 1% chance he is famous (either highly placed in a Fortune 500 company, an inside trader, or the significant other of someone famous).

Typical activities include: Going to and from work or club, making stock purchases over the car phone while driving, preparing a speech to be given at the next fraternal organization meeting. He is usually a boring conversationalist unless you're truly interested in his speciality.

9) Computer Nerd

STR: 6 PER: 9
DEX: 5 ATT: 7
FIT: 8 LUCK: 8
INT: 21 HTH: 1
WILL: 15 SP: 16

Skills: Business, Criminal (Computer);
Computer Operation; Computer
Programming; Electronics

Description: Your typical hacker who's spent too much of his life in front of a CRT. White tape on the horn-rimmed glasses and pocket protector with sixteen pens and pencils is typical, but not necessary. Hackers do care if it is night or day. At night, the phone rates are cheaper. There is a 1% chance of the presence of alcohol in the Hacker's system (usually beer). There is also a 1% chance that there are drugs present in his bloodstream.

Typical activities are: Travelling to and from work (if he doesn't work at home), going to a computer store or show.

Note: If he's a real good hacker, he can help you by "correcting" store bills and bank balances.

10) Cop

STR: 14 PER: 14
DEX: 12 ATT: 11
FIT: 12 LUCK: 23
INT: 12 HTH: 3
WILL: 11 SP: 35

Skills: Club; Pistol; Rifle; Streetfighting;
Wrestling; Driving; City Knowledge,
General; First Aid; Intimidation; Law;
Parking

Description: This is your typical New York street cop, complete with five dozen doughnuts around his waist as protection from starvation. He will be seen on chilly evenings with a cup of coffee to go with his doughnut.

There are many different types of police officers, and different duty assignments. These include: Patrolling a beat, undercover cop on a stakeout, traffic patrol, guarding some VIP, off-duty, special duty assignment such as crowd control at a special show or concert, park ranger, private security guard (i.e., armored car guard), SWAT Team or Riot Squad with appropriate armor and weapons, meter maid on a scooter. **Note:** Narcs and Night Watchmen are covered as a separate encounter. There is a 7% chance of the presence of drugs, and a 15% chance of the presence of alcohol.

11) Dancer

STR: 12 PER: 9
DEX: 28 ATT: 18
FIT: 17 LUCK: 13
INT: 12 HTH: 2
WILL: 14 SP: 30

Skills: Breakaway; Dancing; Disguise; Fashion Sense; Mime; Seduction

Description: This victim is very similar in appearance to the Actress. The significant differences in wardrobe are leg-warmers and tights. For some reason unknown to God or man, dancers are notable in their clumsiness offstage. Dancers are also noted for their healthy appetites. There is a 5% chance of the presence of alcohol, and a 5% chance of drugs in her system. There is a 1% chance she is famous, or is close to someone who is.

Typical activities are: Going to or from practice (or dance class, work, or auditions), sleeping, eating, dancing in a club (hoping someone will notice), or working as a waitress or store clerk until she gets that big break.

12) Dog Walker

STR: 12 PER: 11
DEX: 11 ATT: 12
FIT: 14 LUCK: 10
INT: 10 HTH: 2
WILL: 11 SP: 24

Skills: Club; City Knowledge, Streets

Description: Roll 1d10 and divide by 2 (round up) to determine how many poodles, or Chihuahuas, or German shepherds are in tow. Armed with a pooper scooper.

If the CP has the time to prepare, then use the encounter table for Dogs to obtain more details. Remember, there are different types and sizes of dogs. If there is only one dog, then this is the dog's owner. Note dogs' reaction to Kin.

13) Drug Dealer

STR: 11 PER: 13
DEX: 10 ATT: 11
FIT: 10 LUCK: 18
INT: 11 HTH: 2
WILL: 12 SP: 28

Max Humanity: 30

Skills: Automatic Rifle; Knife; Pistol;
Business, Criminal; City Knowledge, Drugs;
Fashion Sense; Lying; Persuasion;
Smuggling; Streetwise

Description: This human scum will try to bribe his way out of trouble, with either money or drugs or both. Since drug dealers poison The

Appendix X: Dining on the Waterfront

Herd, most Kin consider them vermin, and worthy only of extermination, usually by an extremely painful method. There is an 8% chance the dealer is also a drug addict.

Depending on how far up the distribution chain he is, this could be the local retail dealer, a wholesale distributor (with 1d10+2 Street Toughs for protection), or a Crime VIP with 1d10 bodyguards (use the description of the Mafia Soldier). He might be going to or from a drug deal, or simply out to eat. They are very cautious about new customers, since they might be narcs, and police raids are not good for business.

14) Ex-Boxer (Heavyweight)

STR: 20 **PER:** 9
DEX: 15 **ATT:** 7
FIT: 14 **LUCK:** 35
INT: 8 **HTH:** 4
WILL: 9 **SP:** 49

Skills: Boxing; Streetfighting; Wrestling

Description: He looks like a building with legs, but he's taken a few too many blows to the head in his career. His hands are still registered as lethal weapons. There is a 1% chance that he's famous.

Can also be a bouncer, private security guard, or body guard, depending on the site. Typical activities include: Going to and from gym, going to and from work, sleeping, or eating. If the ex-boxer is famous, he may be found giving personal endorsements, providing publicity for a store opening (usually, but not always, sporting goods), or being a guest at a charity or civic function.

15) Female Office Worker

STR: 11 **PER:** 12
DEX: 11 **ATT:** 12
FIT: 12 **LUCK:** 10
INT: 12 **HTH:** 2
WILL: 10 **SP:** 22

Skills: 5% Martial Arts; Administration;

Computer Operation; Fashion Sense

Description: The typical female executive. 3% chance of drugs, 5% chance of alcohol.

Typical activities include: Running to and from work (business suit and white sneakers), eating, sleeping, shopping (especially for clothes or make-up), or preparing for a trip (business or pleasure). If unmarried or between relationships (50% chance), looking for male companionship.

16) Hooker



STR: 10 **PER:** 11
DEX: 12 **ATT:** 14
FIT: 9 **LUCK:** 7
INT: 9 **HTH:** 2
WILL: 8 **SP:** 16

Skills: Knife; Lying; Seduction; Streetwise

Description: "Hellooo sailor!" 30% chance alcohol, 30% chance drug addict, 50% chance infectious disease. This could be the outcall masseuse, the street corner working girl, the professional dating service hooker, or some price in-between. Typical activities include: Looking for johns, eating, sleeping, drinking, or shopping for food or lingerie. If an addict, looking for a source of drugs or alcohol.

17) Jogger

STR: 12 **PER:** 9
DEX: 14 **ATT:** 15
FIT: 18 **LUCK:** 7
INT: 19 **HTH:** 2
WILL: 13 **SP:** 25

Skills: Fashion Sense

Description: 5% chance she is armed with Mace. 2% chance of drugs in system. If overweight, will wear a bulky terry cloth jogging suit; if in great shape, will wear the skimpiest silk blouse and trunks available. Once into the pace they tend to zone out or develop heightened perceptions. After all the problems, they tend to run in packs. Typical activities include: Running to and from work, doing aerobics, warming up before running, or strolling in the park to cool down after a run.

18) Lounge Lizard

STR: 12 PER: 11
DEX: 16 ATT: 16
FIT: 14 LUCK: 14
INT: 10 HTH: 2
WILL: 10 SP: 28

Skills: City Knowledge, Clubs; Seduction

Description: An attractive, but sleazy looking man in polyester, complete with gold chains. So obsessed with sexual conquest that survival instincts are practically nonexistent. The favorite prey of Succubi. 25% chance of alcohol, 15% chance of drugs. Typical activities include: Trying to put the moves on somebody, anybody, dancing, drinking, looking for a party.

19) Lawyer

STR: 11 PER: 13
DEX: 10 ATT: 12
FIT: 11 LUCK: 11
INT: 17 HTH: 2
WILL: 16 SP: 22

Skills: Administration; Law; Persuasion

Description: Often held in the same low regard as drug dealers. 20% alcoholic, 8% addict, 5% famous person (at the other end of the scale, 15% chance they chase ambulances). Depending on sex, will look like an Office Worker or Banker/Broker. Typical activities include: Travelling to and from office, court, or club; trying to find, or track down, a client; going to or from a meeting. Might be a politician, an even lower life form, but more famous (15% chance).

20) Longshoreman

STR: 16 PER: 12
DEX: 11 ATT: 11
FIT: 13 LUCK: 12
INT: 10 HTH: 3
WILL: 11 SP: 25

Skills: Club; Knife; City Knowledge, Waterfront; Smuggling

Description: 12% alcoholic, 5% drugs, 1% famous union official. Uncle Guido likes his hand-picked union officials and doesn't like them being eaten. For variety, might also be called a delivery man. Depending on seniority, might be young and wiry, middle-aged and muscular, or old and flabby.

Typical activities include: Waiting in the union hall for what little work is available, eating, drinking, talking union business, running a forklift or pallet mover, picketing over an alleged grievance or in support of another union.

21) Mafia Soldier

STR: 16 PER: 16
DEX: 13 ATT: 10
FIT: 16 LUCK: 10
INT: 10 HTH: 3
WILL: 10 SP: 25

Skills: Automatic Rifle; Knife; Pistol;

Business, Criminal; City Knowledge, Crime; Explosives; Intimidation; Smuggling

Description: Your typical no-neck guy named Tony. 2% chance of drugs, 3% chance of alcohol. Remember, a lot of money can be earned in gambling, prostitution, drugs, money laundering, smuggling, and protection. Typical activities include: Checking up on contacts, making a hit, putting the squeeze on someone (usually a business owner), paying for or picking up drugs, being a courier with gambling counters or money, guarding or driving Mr. Big, collecting skim from the union locals, eating, drinking, sleeping, or disposing of body or other evidence in the East River.

22) Maintenance Worker

STR: 14 PER: 10
DEX: 9 ATT: 8
FIT: 10 LUCK: 7
INT: 10 HTH: 3
WILL: 10 SP: 17

Skills: Club; City Knowledge, General and Sewers

Description: 10% chance alcoholic, 2% chance of drugs. This includes sanitation engineers, sewer workers, cable TV lineman, electricians, phone repairmen, janitors, etc.

23) Male Office Worker

STR: 12 PER: 11
DEX: 10 ATT: 11
FIT: 9 LUCK: 11
INT: 12 HTH: 2
WILL: 10 SP: 20

Skills: Administration; Business; Computer Operation

Description: Armed with a briefcase. There is very little difference in dress to distinguish the Male Office Worker from the Banker/Broker or the Lawyer. There is a 10% chance that he is alcoholic, and a 7% chance that he is addicted (cocaine most likely). Typical activities include: Going to and from work, sales meeting or club; eating; sleeping; or checking out the hem lengths on the secretaries.

24) Model



STR: 10 PER: 10
DEX: 24 ATT: 22
FIT: 15 LUCK: 13
INT: 10 HTH: 2
WILL: 14 SP: 28

Skills: Breakaway; Fashion Sense; Seduction

Description: Another young female almost indistinguishable from the actress and the dancer. There is a 20% chance that the model is male. There is a 10% chance of alcohol in the bloodstream and an 8% chance of drugs. There is a 3% chance the model is famous. If famous, the chance of drug use goes up to 12% and the chance of alcohol abuse goes up to 15%. Typical activities include: Going to and from photo assignments, checking by phone with the agency about another assignment, or going to the gym or acting class.

25) Mother or Babysitter/Baby

STR: 10/0 PER: 8/3
DEX: 13/1 ATT: 12/10
FIT: 12/3 LUCK: 10/3
INT: 11/2 HTH: 2/0
WILL: 10/1 SP: 22/6

Skills: City Knowledge, Parks; Cooking; First Aid

Description: The first numbers apply to the mother or babysitter, the second numbers apply to the baby. 4% chance baby's parents are famous. The adult may be alone, or with 1 to 2 children. A mother will be far more protective, but most babysitters would not dream of abandoning children.

26) Narc

STR: 13 PER: 15
DEX: 13 ATT: 11
FIT: 15 LUCK: 28
INT: 19 HTH: 3
WILL: 12 SP: 43

Skills: Knife; Martial Arts, Hard; Pistol; Streetfighting; Business, Criminal; City Knowledge; Disguise; Driving; Parking; Persuasion; Surveillance; Tailing

Description: Slightly crazed police officer, usually with long hair, a beard, and grungy clothes. 12% alcoholic, 7% drugs. Typical activities include: Setting up or completing a drug deal, reporting to headquarters, going to court to testify, or watching a drug lord's hideout.

27) Night Watchman

STR: 10 PER: 13
DEX: 10 ATT: 10
FIT: 11 LUCK: 9
INT: 10 HTH: 2
WILL: 10 SP: 20

Skills: Club; Pistol; Alertness

Description: 10% asleep, 4% alcoholic. Depending on the security company and its hiring practices, the guard might be old and feeble, young and stupid, or ex-military. 40% chance he has a gun, 2% chance he has a guard dog (see encounter table for Dogs). There is a 5% chance the building also has an alarm system.

28) Pimp

STR: 12/10 PER: 12/12
DEX: 11/11 ATT: 14/12
FIT: 11/10 LUCK: 15/16
INT: 10/12 HTH: 2/2
WILL: 10/10 SP: 26/26

Max Humanity: 40

Skills: Knife; Pistol; Business, Criminal;

Fashion Sense; Gambling; Lying; Streetwise

Description: 60% chance this is the typical male pimp (use the first values) with a string of hookers, 40% chance this is a madam (use the second values) who runs either a brothel or a call girl service. 10% chance alcoholic, 13% chance drugs. 3% chance this is a drug supplier for the pimp. Various activities include: Recruiting talent (usually young runaways), setting up dates for the ladies in his string, collecting his share of the profits from one of his ladies, obtaining drugs to maintain his control over his girls.

29) Postman

STR: 12 PER: 11
DEX: 10 ATT: 10
FIT: 13 LUCK: 10
INT: 10 HTH: 2
WILL: 10 SP: 23
Skills: City Knowledge, General; Driving;
Parking

Description: Has no tolerance for the Dog Walker. 2% Alcoholic. There is a 5% chance this is a substitute carrier. Regular carrier will notice things if things are not right in the neighborhood. For variety, this can also be a special overnight courier service.

30) Runaway

STR: 9 PER: 8
DEX: 13 ATT: 10
FIT: 11 LUCK: 20
INT: 8 HTH: 2
WILL: 9 SP: 31
Skills: Breakaway; Bicycles; Throwing;
Skateboards; Swimming

Description: These nameless, faceless, homeless young herd are the favorite breakfast of Kin champions. They often are looking for food, clothing, housing, or a friend. They might be just off the bus from the farm or suburbs (look out for the pimp trying to recruit your runaway), or one that has been here for a while. They will often turn to prostitution to survive (both male and female). There is a 7% chance that a Runaway will have alcohol in their system, and a 7% chance of drugs.

31) Sailor

STR: 13 PER: 9
DEX: 11 ATT: 13
FIT: 13 LUCK: 10
INT: 12 HTH: 3
WILL: 10 SP: 23
Skills: Boats; Electronics or Mechanics;
Gambling; Smuggling

Description: Young man given 48 hours liberty after a four month cruise. He's looking for good food, strong drink, easy women, and gambling, but not in any particular order. 30% chance drunk, having already found a bar. Other activities include: Looking for a berth on a ship or just sightseeing during the day. 50% chance he is foreign. 65% chance he is Merchant Marine (if not, he's military).

32) School Kids

STR: 8 PER: 9
DEX: 11 ATT: 10
FIT: 12 LUCK: 12
INT: 10 HTH: 2
WILL: 9 SP: 24
Skills: Bicycles; Skateboards; Skating;
Swimming

Description: The typical kids of 4th-8th grades. 4% chance of alcohol, 4% chance of drugs.

The various types include: The loner, the brat pack (more than one kid present), the local gang (made up of kids too young to be called Gang Members), the coward, the bully, and the tattletale (who will go screaming to her parents when approached by anyone).

33) Secretary

STR: 10 PER: 12
DEX: 10 ATT: 12
FIT: 10 LUCK: 10
INT: 12 HTH: 2
WILL: 10 SP: 20
Skills: Computer Operation; Profession,
Secretary

Description: This is the stereotypical gum-chewing, pencil-in-hair, toe-tapping, romance-reading secretary, without which business would fall apart. 2% chance drug addict, 2% chance of alcohol.

Typical activities include: Going to and from work, running errands for the boss, mailing parcels, and looking for love in all the wrong places.

34) Soul Saver

STR: 9 PER: 9
DEX: 9 ATT: 8
FIT: 10 LUCK: 8
INT: 14 HTH: 2
WILL: 14 SP: 18
Skills: Acting; Diplomacy; Mime; Persuasion;
Theology

Description: Always has holy relics. This can be the Bible carrying "seen the Light of Jesus" preacher, the Salvation Army worker, the former addict now pushing AA, or a Hare Krishna. If the CP wants real variety, this can also be any public speaker pushing a cause or idea that might attract followers or nay sayers. 1% drugs, 2% alcohol.

35) Store Clerk

STR: 12 PER: 10
DEX: 12 ATT: 12
FIT: 11 LUCK: 6
INT: 11 HTH: 2
WILL: 10 SP: 17

Skills: Lying; Persuasion

Description: Can be either male or female. Typical teenager working part time after school, used car dealer, young adult (possibly an assistant manager), older lady earning a second paycheck for the family. There is a pistol under the counter, but the Store Clerk is seldom taught how to use it. 20% drugs, 5% alcohol.

36) Street Performer

STR: 12 PER: 15
DEX: 15 ATT: 12
FIT: 14 LUCK: 16
INT: 10 HTH: 2
WILL: 12 SP: 30

Skills: Breakaway; Streetfighting; One or more of Acting, Juggling; Mime, Mimic; Musical Instrument, or Musical Style; City Knowledge, General; Scavenging.; Streetwise; Throwing

Description: One of the many street performers found in New York City: The various types include: Wild street mime, street musician, or juggler. There is a 2% chance of alcohol being present in the blood of such a performer, and a 1% chance of the presence of drugs.

37) Street Tough

STR: 13/10 PER: 19/14
DEX: 11/9 ATT: 8/8
FIT: 14/11 LUCK: 18/10
INT: 11/10 HTH: 3/2
WILL: 10/10 SP: 32/21

Skills: Club; Knife; Pistol; Streetfighting; Throwing; Intimidation; Scavenging; Streetwise

Description: The first set of scores given above is for a gang leader or lieutenant. The second set of scores is for a typical gang member. To create a gang, use a ratio of one Street Tough for every three Gang Members. 10% will be high on drugs, 20% will be alcoholic. Typical activities include: Defending their turf, shaking down people for money and drugs (also known as extortion), having fun at the expense of some girl (aka rape), getting drunk or high, or staging a robbery.

38) Street Vendor



STR: 13 PER: 10
DEX: 11 ATT: 11
FIT: 13 LUCK: 8
INT: 9 HTH: 3
WILL: 10 SP: 21
Skills: City Knowledge, General; Lying; Persuasion

Description: This covers a wide variety of businessmen, from the peddlers pushing hot dog and roast chestnut carts to the guy selling watches from under his coat or velvet Elvises in a parking lot. 3% alcohol, 2% drugs.

39) Sycophants

STR: 8 PER: 11
DEX: 12 ATT: 13
FIT: 8 LUCK: 8
INT: 13 HTH: 2
WILL: 10 SP: 16

Skills: Art, Interior Design; Cooking; Fashion Sense; Persuasion; Profession, Hairdresser; Seduction

Description: 10% chance alcoholic, 3% chance drugs, 10% chance HIV positive, 20% have famous friends and clients who will make a stink if they are missing. Occupations these cheerful young men choose to pursue include: hairdresser, dress and costume designer, interior decorator, make-up artist, social services worker.

40) Taxi Driver

STR: 11 PER: 12
DEX: 11 ATT: 10
FIT: 12 LUCK: 28
INT: 10 HTH: 2
WILL: 14 SP: 40

Skills: Club; City Knowledge, General, Streets, and Clubs; Driving; Parking

Description: 1% chance undercover cop, 5% alcoholic. Possesses an above average LUCK Score from spending ten hours a day in New York traffic. This can be the typical NY hack, or the immigrant to this country who thinks he can read a map. Most immigrant taxi drivers are Russian or Asian.

41) Tramp

STR: 11 PER: 10
DEX: 10 ATT: 8
FIT: 8 LUCK: 17
INT: 9 HTH: 2
WILL: 7 SP: 25

Skills: Knife; Persuasion; Scavenging; Streetwise

Description: 35% chance alcoholic, 25% chance drugs. Can be easily mistaken for the Addict, Bellevue Client, or Ex-Boxer. Typical activities include: Looking for food, clothing, shelter, anything he can sell for money, a hand out, or a chance at rolling another tramp.

42) Vacationers

STR: 10 PER: 8
DEX: 12 ATT: 11
FIT: 10 LUCK: 8
INT: 12 HTH: 2
WILL: 9 SP: 18

Skills: Photography

Description: 20% foreign, 80% will take photographs. They might be staying with relatives or friends or just seeing the sights of the big city. They might be part of a tour group with a guide. In this category also are businessmen who are killing time between appointments.

43) Young Lovers

STR: 12/10 PER: 8/8
DEX: 11/12 ATT: 12/12
FIT: 12/9 LUCK: 12/10
INT: 9/10 HTH: 2/2
WILL: 8/9 SP: 24/19

Skills: Seduction (mutual)

Description: First numbers are for the young man, the second numbers are the young lady.

These two have eyes only for each other, making it very easy to sneak up on them. There is a 2% chance of the presence of drugs in their systems, and a 5% chance of the presence of alcohol.

44) Yuppie Pub Crawler

STR: 12 PER: 11
DEX: 11 ATT: 14
FIT: 12 LUCK: 12
INT: 16 HTH: 2
WILL: 11 SP: 24

Skills: City Knowledge (Clubs); Cooking; Dancing; Driving; Fashion Sense; Parking; Seduction

Description: There is a 10% chance that this seeker of fun is an alcoholic. There is a 7% chance that there are drugs in his system. Such people are famous 1% of the time, and would be missed within a few hours, causing a media uproar. Almost always drunk to some degree, getting more so the later it gets.

45) DOG ENCOUNTERS

Dogs are man's best friend and The Kin's worst annoyance. They can sense that Kin are not human. Whether this is by scent, visual inspection of the aura, or by listening to bodily functions is unknown. Fortunately for The Kin, they cannot tell their master or mistress what is wrong. Fido, Spot, or Little Fifi can still cause a lot of trouble and noise for anyone they perceive as a threat. Note: just because there are leash, licence, and pooper scooper laws, that doesn't mean the dog will obey them.

The number of dogs encountered is determined by rolling 1d10 and subtracting 5, with a minimum of 1 dog. To determine the size of each dog, roll 1d00 on the table below.

Roll Dog Size

01-30 Small Dog: Under 15 pounds
31-80 Medium Dogs: 16-75 pounds
81-95 Large Dogs: Over 75 pounds
96-00 Guard Dogs: Weight varies. Guard Dogs, through special training, have slightly better Abilities than the same breed of Large Dogs.

Once the size of the dog is determined, you may wish to determine the breed of the dog. Roll 1d00 on the appropriate table below. If you and your Players aren't interested in specific breeds, you may wish to skip directly to Dog Abilities and Skills.

SMALL DOGS

01-08	Chihuahua
09-16	Lhasa Apso
17-24	Pekingese
25-32	Shi-tzu
33-40	Toy Poodle
41-55	Dachshund
56-63	Boston Terrier
64-68	Pug
69-76	Fox Terrier
77-84	Schnauzer
85-00	Tiny Mongrel

MEDIUM DOGS

01-06	Border Collie
07-10	Dalmatian
11-13	Cocker Spaniel
14-19	Shetland Sheepdog
20-25	Boxer
26-31	Bloodhound
32-34	Sharpei
35-40	Standard Poodle
41-46	Labrador Retriever
47-52	Bulldog
53-58	Beagle
59-66	Basset Hound
67-74	Chow
75-80	Airedale
81-86	Greyhound
87-92	Foxhound
93-00	Medium Mongrel

LARGE DOGS

01-10	Great Dane
11-20	Irish Wolfhound
21-25	Russian Wolfhound
26-35	Saint Bernard
36-45	Irish Setter
46-55	Rotweiler
56-65	German Shepherd
66-70	Newfoundland
71-80	Siberian Husky
81-00	Huge Mongrel

GUARD DOGS

01-40	German Shepherd
41-70	Doberman Pinscher
71-85	Rotweiler
86-90	Pit Bull
91-00	Mastiff

If your favorite breed of dog is not listed, simply replace the last entry of the appropriate table with your favorite canine.

DOG ABILITIES AND SKILLS

	Sm	Med	Lg	Gd
STR:	4	6	9	10
DEX:	14	12	10	11
FIT:	2	5	7	8
INT:	2	4	3	6
WILL:	3	5	7	10
PER:	3	5	7	10
PER (smell):	25	30	35	40
LUCK:	3	5	5	7
SP:	5	10	12	15
Bite Skill:	40	60	65	75
Bite Damage:	2	4	7	8
Intimidation Skill:	20	35	50	65

DOG BEHAVIOR

There are various ways a dog will react to a stranger, particularly something as strange as The Kin. This table randomly generates a dog's reactions. Add a +20 modifier to rolls where dogs are interacting with Kin whose Humanity is below 50.

Reaction	Sm	Med	Lg	Guard
wags tail	01-05	01-05	01-03	n/a
wants to play	06-11	06-11	04-09	n/a
jumps	12-17	12-16	10-12	n/a
climb in lap	18-25	17-20	13-14	n/a
wants to mate	26	21	15	n/a
sniffs	27-30	22-28	16-24	01-10
chase other animal	31-36	29-38	25-34	11-13
chase car	37	39-43	35-40	14
stand ground	38	44-48	41-48	15-25
bark	39-55	49-60	49-55	26-50
growl	56-60	61-70	56-70	51-65
nip heels	61-68	71-76	71-75	66-68
attacks	69-72	77-85	76-87	69-95
wets	73-80	86-87	88	n/a
runs away	81-00	88-00	89-00	96-00

46) RAT SWARM

You happen upon a group of aggressive rats feasting on something that died down in the sewers. There are 51-150 rats (1d00+50). Fifty can attack at any one time. Take 1 point of damage for every 10 rats attacking every BT. Heavy clothing or any Armor Edge Score at all negates this damage. The rats will still try to swarm and bite, even if they aren't getting through. Each rat has 3 SP. *Bon appétit.*

47) SPECIAL SEWER ENCOUNTER

The sewers are a rich hunting ground, but also contain dangers. Many enemies of the Kin inhabit the sewers, and there is always a chance that a Wormhole Denizen has made its way up to sewer level.

To provide PCs with an idea of what hunting the sewers is like, you may wish to read the following passage to them the first time they hunt there.

The slop oozes in your shoes and socks as you slowly feel your way down the abandoned sanitation sewer. You stub your toe on a building stone that had fallen from the roof and stumble as your foot slides into a hole where a drainage tile should have been. Your pants from the knees down are coated in muck and mire.

With each step you stir up a miniature cesspool. (You can't see the newly uncovered filth, but you can smell the putrid stench intensify.) Your hands are covered with gunk and grime, gathered whenever you reached to find a wall... and succeeded. The high-pitched buzz from a cloud of gnats circling your head competes with the steady plop...plop...plop...of seepage at a cracked sewer line joint just ahead.

To determine what sort of enemy is encountered, roll 1d00 on the table below. The entry that matches the result of the roll is the enemy encountered. Descriptions of these enemies follow the table. If the enemy is one that has been described elsewhere, then a brief description is given, along with a reference of where to find more information.

Roll	Enemy
01-10	Banshees
11-30	Flying Flapjacks
31-40	Pariahs
41-50	Skinthieves
51-55	Sludge
56-70	Suckers
71-90	Tapefaces
91-95	Worm
96-00	Zipperheads

The number of enemies encountered is up to the CP. Make a determination on how powerful

the hunting Kin are, and choose a number of enemies accordingly. A good rule of thumb is to have one or two more enemies than there are Player Characters. The exceptions to this rule are the Flying Flapjacks and the worm. See the Numbers entry for each.

Banshee

STR: 3 PER: 35
DEX: 0 ATT: 0
FIT: 40 LUCK: 20
INT: 10 HTH: 0
WILL: 30 SP: 60

Max Humanity: 0

Edges: Drain, Kin and human life force with scream at 10' range; Corporeality, special; Fear Projection; Flight; Weapons Immunity

Flaws: Substance Vulnerability: Cold-wrought Iron, 15 SP/BT. Substance Vulnerability: Fire, double damage. Repulsion: Cold-wrought Iron. Diet Restriction: life force

Humanity Damage Modifier: n/a

Skills: City Knowledge, general; Stealth

Description: Incorporeal spirits who Drain with a horrifying shriek. Banshees must use their Corporeality Edge to become solid before Draining. See *MAGIC*, More Races section, for further details.

Flying Flapjack

Numbers: 1d10+2 per character
STR: 5 PER: 30
DEX: 25 ATT: 0
FIT: 5 LUCK: 5
INT: 5 HTH: 1
WILL: 20 SP: 10

Max Humanity: 0

Humanity Damage Modifier: n/a

Edges: Drain, Kin and human blood (2 SP/BT); Flight; Sense Acuity

Flaws: Environmental Harm, Sunlight, 30 SP/BT

Skills: Attach to victim (60)

Description: These blind, bloodsucking, blobs of protoplasm are constantly patrolling the upper reaches of the Wormholes for something to tap. They occasionally manage to reach the sewers. Once a creature is targeted, the Flapjacks will not rest until they Drain it of all blood. Kin that do not have blood in their veins will still take 2 SP/BT damage from the Flapjacks prospecting for blood.

Each Flapjack has hundreds of tiny suction cups and microtubes on its underside. Once it latches onto a victim (successful Combat Skill

Appendix X: Dining on the Waterfront

Roll), it will penetrate the skin to Drain. A Flapjack must spend 1 BT penetrating every 5 points of Armor Edge Score the victim possesses. For example, it would take a Flapjack 2 BT to penetrate deeply enough to Drain a victim with 10 points of Armor Edge Score, 3 BT to penetrate 15 points, etc.

The Flapjacks will fall away if killed. Attacks made against a Flapjack that is attached to a character have a 50% chance of doing a like amount of damage to the character. Flapjacks can be pulled off with a successful STR Roll (at +20 if you're trying to pull it off your own back). Pulling off a Flapjack causes 2 points of damage to the victim and kills the Flapjack.

Pariahs

STR: 25 PER: 20
DEX: 20 ATT: 5
FIT: 15 LUCK: 20
INT: 20 HTH: 5
WILL: 30 SP: 35

Max Humanity: 20

Humanity Damage Modifier: +1/-1 per 10

Edges: Armor (10); Claws; Drain, Kin and human health; Infection

Flaws: Environmental Harm: Immersion in Running Water, 25 SP/BT. Compulsion to Infect humans. Diet Restriction: Kin and human health, 15 SP/night

Skills: Wrestling; Scavenging; Stealth

Faction: Neutral

Description: Creatures who died of a lingering disease and have managed to come back. See **New Races and Factions** section of this publication for more information.

Skinthieves

STR: 10 PER: 20
DEX: 10 ATT: 5
FIT: 10 LUCK: 20
INT: 25 HTH: 2
WILL: 50 SP: 30

Max Humanity: 0

Humanity Damage Modifier: n/a

Edges: Armor (10); Alter Form; Skinstealing, Kin or human skin

Flaws: Substance Vulnerability: Fire, double normal damage. Lose 2 SP per day not wearing fresh skin

Skills: Wrestling; City Knowledge, Sewers

Description: Refer to *NIGHTLIFE*, Enemies of the Kin section for more information.

Sludge

STR: 40 PER: 10
DEX: 7 ATT: 0
FIT: 35 LUCK: 20
INT: 5 HTH: n/a
WILL: 10 SP: 55

Max Humanity: 0

Edges: Drain, Kin and human body fluids; Animal Control, rodents; Danger Sense; Speed

Flaws: Substance Vulnerability: Fire, double damage. Diet Restriction: Kin and human body fluids. Horrifying appearance. Infection

Humanity Damage Modifier: n/a

Skills: Stealth; Tracking

Special: A Sludge attacks by touching its victim with its body. The toxic waste will cause burn damage equal to 10 points. If the victim does not make a successful STR Roll to break free, the Sludge will quickly surround the victim with its body and feed. The Combat Skill Roll for their attack is equal to 60.

Description: Born of a toxic waste accident, Sludge are human beings mutated into amorphous blobs of toxic chemicals. They hate humans and Kin alike, blaming everyone for their monstrous condition. See *MAGIC*, More Races section, for further details.

Suckers

STR: 35 PER: 30
DEX: 35 ATT: 0
FIT: 35 LUCK: 20
INT: 0 HTH: 7
WILL: 10 SP: 55

Max Humanity: 0

Humanity Damage Modifier: n/a

Edges: Armor (15); Claws; Drain, life force of Kin or humans; Sense Acuity

Flaws: Environmental Harm: Sunlight, 5 SP/BT. Substance Vulnerability: Fire, double normal damage

Skills: City Knowledge, Wormholes and Sewers; Stealth

Description: Grotesque Wormhole Denizens who hunt both Kin and human. Their Claws Edge covers their talons and their lamprey like mouths. Their mouths are mounted on a 10 foot long neck, allowing them to attack or Drain at that distance. See *NIGHTLIFE*, Enemies of the Kin section, for more information.

Tapefaces



STR: 25 PER: 20
 DEX: 25 ATT: 0
 FIT: 30 LUCK: 20
 INT: 5 HTH: 5
 WILL: 15 SP: 50
 Max Humanity: 30
 Humanity Damage Modifier: n/a
 Edges: Armor (20); Drain, Kin or human body heat; Sense Acuity
 Flaws: Substance Vulnerability: Fire, double normal damage
 Skills: Wrestling; Stealth
 Description: See *NIGHTLIFE*, Enemies of the Kin Section for more information.

Worm

STR: 100 PER: 30
 DEX: 5 ATT: 0
 FIT: 60 LUCK: 20
 INT: 0 HTH: 20
 WILL: 0 SP: 80
 Max Humanity: 0
 Humanity Damage Modifier: n/a
 Edges: Drain, Kin and human life force, 1 SP per BT
 Flaws: Environmental Harm: Sunlight, 20 SP/BT. Substance Vulnerability: Fire, triple normal damage.
 Skills: Wrestling (70)
 Description: Perhaps the creature that gave the Wormholes their name. An amorphous white worm about 10 feet long. It grows pseudopods and sensory organs to attack. It can make three

Wrestling attacks a BT. Blunt weapons and Unarmed Combat are ineffective, and bullets do half their normal damage. The Worm Drains by enveloping and digesting its victim (up to two at a time). A successful Wrestling Skill Roll traps a victim. If the victim does not break free with a successful STR Roll or Breakaway Skill Roll in 2 BT, they are enveloped. A Kin with the Claws Edge may attempt to cut their way out from the inside, but must make a successful LUCK Roll each BT to see if their limbs have enough free motion to attack. Attacks on a Worm who has a victim enveloped have a 50% chance of doing a like amount of damage to the victim.

Zipperheads



STR: 20 PER: 25
 DEX: 25 ATT: 25
 FIT: 20 LUCK: 20
 INT: 20 HTH: 4
 WILL: 15 SP: 40
 Max Humanity: 40
 Humanity Damage Modifier: n/a
 Edges: Drain, Kin or human life force; Invisibility
 Flaws: Substance Vulnerability: Fire, double damage. Diet Restriction: Kin or human life force, 20 SP/night. Strange Appearance: Zippers on eyesockets
 Skills: Streetfighting; Fashion Sense; Seduction, Streetwise
 Description: See *NIGHTLIFE*, Enemies of the Kin section for more information.

APPENDIX XI: LIFE AND BREATH

The following table shows which Kin need to breathe and how often. It also shows which Kin can breed with members of their own race and which can breed with humans.

Need To Breathe: Whether or not the Kin needs to breathe, and under what circumstances.

Rate: The normal number of breaths taken per minute or hour. Absorption means the Kin absorbs oxygen directly from their environment, and has no need to breathe in and out. If a Kin becomes unconscious, their breathing falls to this rate, even if they have been breathing faster to appear more human.

No Air: The length of time a Kin may go without air before passing out or suffering Fitness Damage. For Kin who absorb oxygen directly, their entire body must be cut off from air or water for this to take effect.

FIT Loss: After the the time listed under No Air passes, the Kin will lose 1 FIT point per the time listed in this column.

Intrabreed: Whether or not the Kin can produce offspring with other members of its race.

Interbreed: Whether or not the Kin produce human offspring with a human being. Weres can also produce animal offspring with the appropriate animal if in that form.

Race	Need To Breathe	Rate	No Air	FIT Loss	Intrabreed	Interbreed
Animates	Biological Only	12/minute	3 minutes	2 BT	no	If humanoid
Daemons	yes	6/minute	6 minutes	4 BT	yes	yes
Ghosts	In Corporeal Form	12/minute	3 minutes	2 BT	no	no
Inuits	yes	3/hour	12 hours	48 minutes	no	no
Vampyres	yes	1/hour	36 hours	2.5 hours	no	yes
Werewolves	yes	12/minute	3 minutes	2 BT	no	yes (human or wolf)
Wyghts	yes	2/hour	18 hours	1.25 hours	no	no
Asrai	yes	absorption	36 minutes	5 minutes	yes	no
Bugwalkers	no	n/a	n/a	n/a	no	no
Data Haunts	n/a	n/a	n/a	n/a	unknown	no
Ekimmu	yes	4/hour	9 hours	36 minutes	no	no
Elementals	unknown	unknown	unknown	unknown	unknown	unknown
Fiffts	yes	absorption	9 hours	36 minutes	no	no
Ghouls	yes	1/hour	36 hours	2.5 hours	yes	no
Goblynnes	yes	18/minute	2 minutes	1 BT	yes	no
Gorehounds	yes	1/minute	36 minutes	5 minutes	yes	no
Hafgryr	yes	6/minute	6 minutes	4 BT	yes	yes
Incubus/Succubus	yes	6/minute	6 minutes	4 BT	yes	yes
Kikulaluits	yes	absorption	9 hours	36 minutes	yes	no
Magadons	yes	18/minute	2 minutes	1 BT	yes	no
Medusa	yes	12/minute	3 minutes	2 BT	yes	yes
Nakani	yes	12/minute	3 minutes	2 BT	yes	no
Nosferatu	no	n/a	n/a	n/a	no	no
Ogre	yes	18/minute	2 minutes	1 BT	yes	no
Pengallen	yes	absorption	36 hours	2.5 hours	no	yes
Poltergeist	n/a	n/a	n/a	n/a	n/a	n/a
Rakshasa	yes	1/hour	36 hours	2.5 hours	no	no
Shockers	no	n/a	n/a	n/a	no	no
Sidhe	yes	18/minute	2 minutes	1 BT	yes	no
Toxxixx	no	n/a	n/a	n/a	no	no
Trolles	yes	18/minute	2 minutes	1 BT	yes	no
Ubo	yes	absorption	36 hours	2.5 hours	no	no
Weres	yes	12/minute	3 minutes	2 BT	no	yes (human or animal)
Weryls	yes	18/minute	2 minutes	1 BT	yes	yes
White Women	yes	3/minute	12 minutes	8 BT	yes	no
Wildeyes	yes	absorption	3 minutes	2 BT	yes	yes (1% chance of Wildeyes child)
Withered Men	no	n/a	n/a	n/a	no	no
Zombie	no	n/a	n/a	n/a	no	no
Zuvembæ	no	n/a	n/a	n/a	no	no

INDEX

Actor/Actress 79
 Addict 79
 alert 36
 Animates 25
 antipersonnel explosive devices 28
 arbitrary judgements of the audition
 judge 11
 Armament 71
 Armor 7
 Arpad Szent-Györgi 62
 Atchisson Assault rifle 71
 Athlete 79
 Atonal Conspiracy 55
 Atropa Dwale 55
 Auditioning 8, 10
 auditions 10
 Auditions, Who's First 11
 Augustine 5, 10, 12, 15, 16, 17,
 20
 B. Fries 55
 B. J. (see Bete Jammer)
 back room 14
 Bag Lady 80
 Banshee 89
 bar code readers 40
 Bellevue Client 80
 Bete Jammer 11, 12, 46, 53
 Bete Jammer's body disintegrates
 46
 Bicycle Messenger 80
 Bill Folletti, 29
 biomedical products 67
 Bioscience 70
 bleacher seats 5
 Body Builder 80
 Boldface 9
 Boxing 6
 Broker/Banker 80
 Burnt Umber 56
 Bury White 54
 Caduceus 61
 Caduceus, the Lester Jukes
 Memorial 66
 Call Backs 12
 capture team 28, 43, 69
 Capture Team Operative 69
 Carrier 65
 Cattle Call 10
 CDROM 43
 CDROM library 44
 Central Park 27, 31
 Character sheet, back 96
 Character sheet, front 95
 Children of Lillith 25, 26, 62
 Children of Lillith's (Fruit of Eden)
 24
 Choosing Characters 6
 Christiaan Roseycross 50

Christiaan, the bartender 26
 clinic 66
 Communications 6
 company offices 35
 composition 58
 Computer Nerd 81
 Computer Room and CDROM
 Library 42
 contracts 13
 Control Center 41
 control panel for the security
 system 35
 Cop 81
 Copellius 69
 Crowd Control 7
 Culture Tanks 37
 Dancer 81
 Danger Sense 7
 Dining on the Waterfront 75
 disease 64, 65
 Dog Abilities and Skills 88
 Dog Walker 81
 Dogs 87
 Dr. Gecko 50, 66
 Driver 70
 Drug Dealer 81
 DuBuccio 29, 30
 Dweezil Dadd 54
 E. coli 37
 Edge 7
 Elmer Perkins 62
 Emile 10, 13, 48
 Emile Could not Flee 30
 Emile Has Fled 30
 Emile will slip out the back door
 29
 Emile's Escape 30
 Encounter 76
 Evacuation 26
 Event Manipulation 26
 EW 11, 17
 Ex-Boxer (Heavyweight) 82
 experiment chambers 40
 Factions 61
 Female Office Worker 82
 fetal tissue 33
 Fetal Tissue Nutrient 68
 Fifts 61
 Fighting the Fire 26
 Finding the Moonsuits 32
 fire damage 26
 Fire extinguishers 26
 Fire Hydrant 26
 fire is set 26
 Flying Flapjack 89
 foreman's office 40
 Format Notes 9
 Fringe Benefits 13

Fruit of Eden 63
 Golgotha 28, 30
 Gorepuppies 63
 gossip circuits 22
 grapevine 22
 Gremlynnies 59
 ground flint 35
 Guard Dogs 34
 Guards 34
 Heart 35, 46
 Helping Out Southern Comfrey 20
 Hematech 9, 32
 Hematech building 33
 Hematech Files 44
 Hematech Incorporated 33
 Heraldry 6
 Holding Cells 41
 Hooker 82
 human carrier 65
 Hunting System 76
 In the Musical Vein 14
 Italics 9
 Jam Sessions 57
 Janice Flash 55
 Jerry Rivers 51
 Jimmy DuLuc 56
 Jogger 82
 Johnathon Miller, President 35
 judge 11
 Juggling 7
 Jumpin' Jan Flash 55
 Kickboxing 7
 Kin Bag Production 68
 Kin Bags 39
 Kin Control Sheet 95
 Kin Encounter 76
 King Cobalt 22, 52
 Kin Musicians 52
 Larry the Werewolf 22
 Lawyer 83
 Layout of the Club 14
 Leader of the Band 16
 Lev 42 54
 Life Beneath The Floorboards 17
 lifestyle volunteers 19, 31
 Life and Breath 92
 Lillith 63
 Longshoreman 83
 Lounge Lizard 83
 LSD 31
 Lucrezia B. 12, 20, 43, 52
 Lucrezia B.'s Capture 31
 Lucrezia B., OSV 39
 Lunchbucket 56
 Lyke O' Podium 17
 Mafia Soldier 83
 Maintenance Worker 83
 Male Office Worker 83

Index

- Manuals and process books 40
Medic 70
Mesmerize 7
Microbiology Lab 41
Mike d'Shrike 56
Model 84
Modem 42
Molotov cocktail 26
moonsuits 27, 28, 31, 34, 71
Morgue 41
Mother or Babysitter/Baby 84
Mycobacterium vrykolacis 43, 44
Narc 84
Neighborhoods and Areas 75
Nerve Rot Cure 65
Nerve Rot Files 43
Nerve Rot patient 19
Nerve Rot zombies 18
Nerve Rot 64
New Edge (Shunting) 7
New Skills 6
New Races And Factions 59
Nick Smith 51, 66
Night Watchman 84
Notables In the Musical Vein 48
Notes For The City Planner 6
NPCs 52
NSC 33
office 14
office complex 36
Organic Sustenance Vessel 13, 33
Organic Sustenance Vessel Storage 37
OSV (see Skin Bag), 38, 43
OSV Fitness and SP 68
OSV Storage 37
Overview 8-9
Paco el Poco 52
paper weight 35
Paranormal 70
Pariahs 59, 90
Petrico DuBuccio 29
Pharmacy and Lab 67
Photogenics 7
Pimp 84
Postman 85
Pox 43, 64
President's Office 35
Prey 79
Production Facilities 37
Project Prometheus 33, 69
Prometheus Subgroups 43
Pumping Control Console 40
purse snatcher 21
Quick Start 14
Races 59
Rat Swarm 88
Ready Room 41
recommended Edges 7
recommended Skills 6
recreation lounge 17
red crystal 35
rehearsing 13, 16
Repertoires 16
Research Facilities 40
Resolution Options 47
Restoring Kin Bags 68
Resurrection Bands 54
Resurrection Music 7
Rick Santini 64
Runaway 85
Sailor 85
school bus converted for transporting Kin 26
School Kids 85
Secretary 85
security 35, 42
security code sequence 35
Security Desk 36
Security Systems 7
Sewer Encounter 89
Shunting 7, 20, 68
Shunting, Humanity Costs 7
Skid Romar 57
Skills 6
Skin Bag 13, (see OSV), 33, 38, 43, 67
Skin Bag, Draining blood, life force, youth 14
Skinthieves 90
Slang 74
Smoke on the Water 8, 25
Songs 16
Soul Saver 85
Southern Comfrey 18, 19, 20, 21, 27, 50
Speed 7
Spyder Anthrax 53
Stage Presence 7
standards 15
step van 71
Store Clerk 86
storeroom 17
Street Performer 86
Street Tough 86
Street Vendor 86
Suckers 90
Surgery 67
Sycophants 86
Takin' Care of Business 8
tanks 37
Tapefaces 91
Target (see Target Alpha)
Target Alpha 6, 8, 17, 22, 29, 30, 61, 69, 77
Target Alpha Combination Load 71
Taxi Driver 87
Team Leader 69
Telepathy 29
Terminal Herpes with UMBER 56
The Heat Is On 31
therapy room 19
Toast 49
Tracing the step van 32
Tracker 70
tracking down the men in moonsuits 32
Trade (Mechanics) 7
Tramp 87
trap door 17
Trolling Table 21
Troy Tweelz 55
Typical Jam 15
Uncle Ernie 57
Uncle Vasily, see Vesalius 13
Underground Garage 42
Underlined 9
Underworld Railroad 61
Using the Encounters Table 23
Vacationers 87
Vasily Vrkolakich 42
Vector Frankenstein 62
Vesalius 8, 48
Vesalius' private rooms 15
Vital Signz 13, 16
Waiting for Your Audition 11
Weapons 74
Weather Control 26
Weekly wage 13
Werewolves 25
Weryl 29, 60
Worm 91
Wyght Bred 54
Wyghts 25
Yngvar 10, 49
Young Lovers 87
Yuppie Pub Crawler 87
Zipperheads 91
Zombie Hunt 27
zombies 18, 26

NIGHTLIFE KIN CONTROL SHEET

Name: _____ Physical Description: _____ Favored Mode of Dress: _____
 Race: _____
 Faction: _____
 Age: _____

Abilities

Roll 4d10 for Strength through Luck. Only roll for Magic Ability if character is human or Sorcerer. Apply Racial Ability Modifiers. Base HTH Damage is equal to 1/5 of STR. Max Humanity begins at 100, and Humanity begins at 50. Survival Points are equal to LUCK+FIT. Luck increases by 1d10 after every adventure. Retotal SP after every adventure.

Strength (STR).....	Will.....	Base HTH Damage
Dexterity (DEX).....	Perception (PER)	Max Humanity
Fitness (FIT).....	Attractiveness (ATT).....	Humanity
Intellect (INT).....	Luck.....	Street Face.....
	Magic Ability (MA)	Survival Points.....

Edges and Flaws

Acquire Edges by spending Max Humanity. The number or Ability in parentheses after the Edge Name is the Edge Base. The numbers at the end are the costs of the Edge in the following order: Acquisition Cost, Cost Ratio, and Use Cost. Sorcerers are limited to the Drain Edge.

All Races	Racial Edges	Flaws
___ Armor (5) 10•5/1•0	___	___
___ Aura Sight (PER) 2•1/10•1	___	___
___ Claws (FIT) 5•1/5•1	___	___
___ Danger Sense (PER) 2•1/10•1	___	___
___ Drain (FIT) 10•1/2•S	___	___
___ Event Manip (WILL) 20•2/1•5	___	___
___ Locate Human (PER) 4•1/5•1	___	___
___ Mental Map (INT) 2•1/10•0	___	___
___ Noct Vision (PER) 4•1/5•1	___	___
___ Photogenics (WILL) 2•1/10•0	___	___
___ Send Dream (WILL) 5•1/2•1	___	___
___ Speed (DEX) 0•1/1•0	___	___
___ Time Sense (PER) 2•1/10•0	___	___
___ Weather Cont (WILL) 10•1/1•1	___	___

Skills

20 1d10 are rolled in Skills initially. Each roll may be placed in one Skill, and may not be split between more than one Skills. The Associated Basic Ability listed is added to the first roll made in that Skill it follows, and only to the first roll.

Combat Skills		
___ Automatic Rifle (DEX)	___ Spear (DEX)	___ Streetfighting (DEX)
___ Bow (DEX)	___ Sword (STR)	___ Wing Chi (DEX)
___ Breakaway (DEX)	___ Throwing (DEX)	___ Wrestling (STR)
___ Club (STR)	Unarmed Combat	___
___ Knife (STR)	___ Boxing (DEX)	___
___ Pistol (DEX)	___ Kickboxing (DEX)	___
___ Rifle (DEX)	___ Martial Arts, Hard (STR)	___
	___ Martial Arts, Soft (DEX)	___

Skills Selected		
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___
___	___	___

NIGHTLIFE KIN CONTROL SHEET

Archaic Skills

- ___ Blacksmithing (DEX)
- ___ Brewing (INT)
- ___ Charioteering (DEX)
- ___ Etiquette, Court (INT)
- ___ Etiquette, Kin (INT)
- ___ Farming (INT)
- ___ Fishing (specify net or line) (INT)
- ___ Heraldry (INT)
- ___ Horsemanship (DEX)
- ___ Hunting (INT)
- ___ Kin Lore (INT)
- ___ Manuscript Illumination (DEX)
- ___ Musical Inst, Archaic (specify) (DEX)
- ___ Tanning (INT)
- ___ Taxidermy (DEX)
- ___ Torture (INT)
- ___ Tracking (PER)
- ___ Trapping (INT)

General Skills

- ___ Acting (INT)
- ___ Administration (INT)
- ___ Aircraft (specify) (DEX)
- ___ Alertness (PER)
- ___ Ambidexterity (DEX)
- ___ Art (specify) (DEX)
- ___ Boats (specify power or sail) (DEX)
- ___ Business (INT)
- ___ Business, Criminal (INT)
- ___ Business, High Finance (INT)
- ___ Bicycles (DEX)

- ___ City Knowledge (specify) (INT)
- ___ Communications (INT)
- ___ Computer Operation (INT)
- ___ Computer Programming (INT)
- ___ Cooking (INT)
- ___ Counterfeiting (DEX)
- ___ CPR (DEX)
- ___ Cryptology (INT)
- ___ Dancing (DEX)
- ___ Demolitions (INT)
- ___ Diplomacy (WILL)
- ___ Disguise (INT)
- ___ Driving (DEX)
- ___ Electronics (DEX)
- ___ Explosives (DEX)
- ___ Fashion Sense (PER)
- ___ Fear Resistance (WILL)
- ___ First Aid (INT)
- ___ Forgery (DEX)
- ___ Gambling (specify game) (LUCK)
- ___ History (specify) (INT)
- ___ Intimidation (WILL)
- ___ Juggling (DEX)
- ___ Language (specify) (INT)
- ___ Law (INT)
- ___ Leadership (WILL)
- ___ Linguistics (INT)
- ___ Lying (WILL)
- ___ Mechanics (DEX)
- ___ Medicine (INT)
- ___ Memory Training (INT)
- ___ Mime (DEX)
- ___ Mimic (PER)
- ___ Motorcycles (DEX)

- ___ Musical Instrument (specify) (DEX)
- ___ Musical Style (specify) (INT)
- ___ Parking (PER)
- ___ Persuasion (WILL)
- ___ Pharmacology (INT)
- ___ Photography (DEX)
- ___ Profession (specify) (INT)
- ___ Psychology (INT)
- ___ Research (INT)
- ___ Scavenging (PER)
- ___ Science (specify) (INT)
- ___ Security Systems (INT)
- ___ Seduction (ATT)
- ___ Singing (INT)
- ___ Skateboards (DEX)
- ___ Skating (DEX)
- ___ Smuggling (INT)
- ___ Songwriting (INT)
- ___ Stage Presence (ATT)
- ___ Stealth (DEX)
- ___ Streetwise (WILL)
- ___ Surveillance (INT)
- ___ Swimming (STR)
- ___ Tailing (PER)
- ___ Theology (specify) (INT)
- ___ Throwing (DEX)
- ___ Trade (specify) (DEX)

Occult Skills

- ___ Library Research (specify) (INT)
- ___ Talismanic Magic (DEX)
- ___ Herbal Magic (INT)
- ___ Occult Knowledge (INT)

MUSICAL VEIN

An Adventure Scenario and Sourcebook For **NIGHTLIFE**

PLAY IT HARD...

In the Musical Vein where the dead folks jam. Where the best resurrection bands bombard the crowd with the hottest sounds around. The place where it all begins.

PLAY IT FAST...

Don't be caught steppin' too slow or you may be the next Kin to disappear without a trace. Is it Alpha? Is it a rival Faction. Or is it something even worse?

PLAY IT LOUD...

Make the amps scream in rage the way you will when you find out what your enemies are up to. Their fates will soon be in your hands.

- Details of the **NIGHTLIFE** music scene!
- Hunting System with Prey Encounters!
- Research results on the dreaded Pox!
- New Races!
- New Enemies!
- New Factions!

Bloodin' Gutz sniffed at the air in the bar. He seemed to catch the scent of something new and unpleasant under the smells of beer, smoke, and herd.

"What is it?" Toast asked.

"Dunno," said the Werewolf as he stood up. "I'm going to step out for a breath of fresh air."

"If you find any in New York, let me know."

Bloodin' Gutz strolled over to the fire exit beside the bar, following his nose. He leaned on the handle and the door didn't open. He put his weight, and a good deal of adrenaline, into it and the door gave way.

As the door ripped off its hinges, it swung out on the chain wrapped around the outside handle. The Kin working outside the door were real surprised. They stopped filling their Molotov cocktails and concentrated on him. He realized that the new scent was regular unleaded and that these jacks were planning a Kin barbecue. Bloodin' Gutz was not happy to be the surprise guest of honor.

Stellar Games

Role Playing Games and Accessories